



"The Tower"

1025-168

Original Board

Date 09/04/13

☒ Board Team Final 09/04/13

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
TBD

Storyboard by
Tom Herpich
& Steve Wolfhard

ADVENTURE TIME



Page _____

Sc. Pnl. Bg. day night

Storyboard panel 1: A large empty rectangular frame with a faint border of small text.

Sc. Pnl. Bg. day night

Storyboard panel 2: A large empty rectangular frame with a faint border of small text. The text "THE TOWER BY STEVE & TOM" is written in the center. A vertical strip of small, illegible text is on the right side.

Dialog:

Action:

Timing:

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EPISODE #

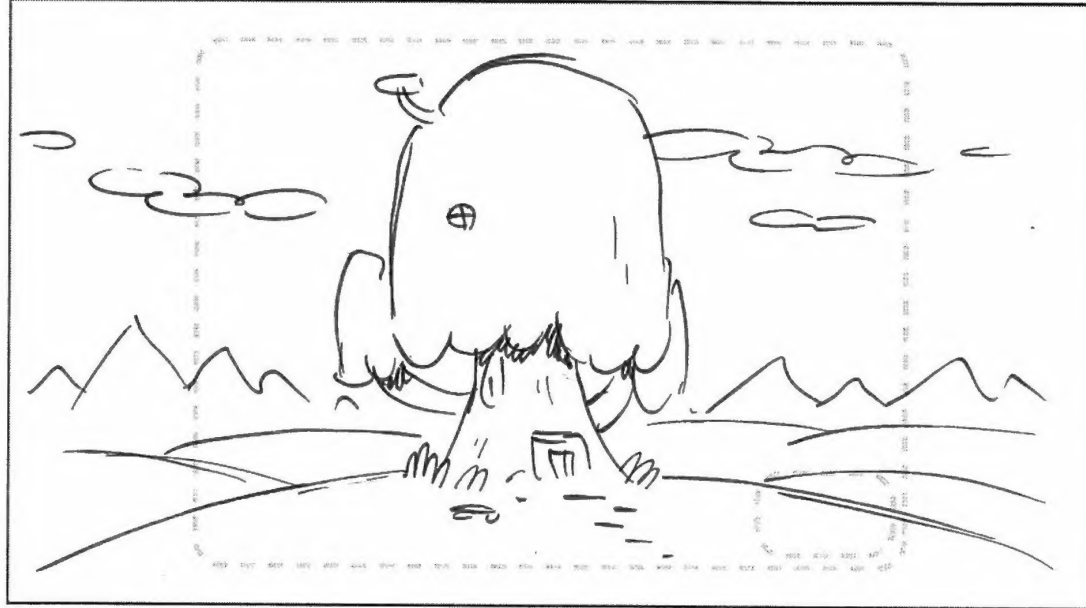
Production :

ADVENTURE TIME

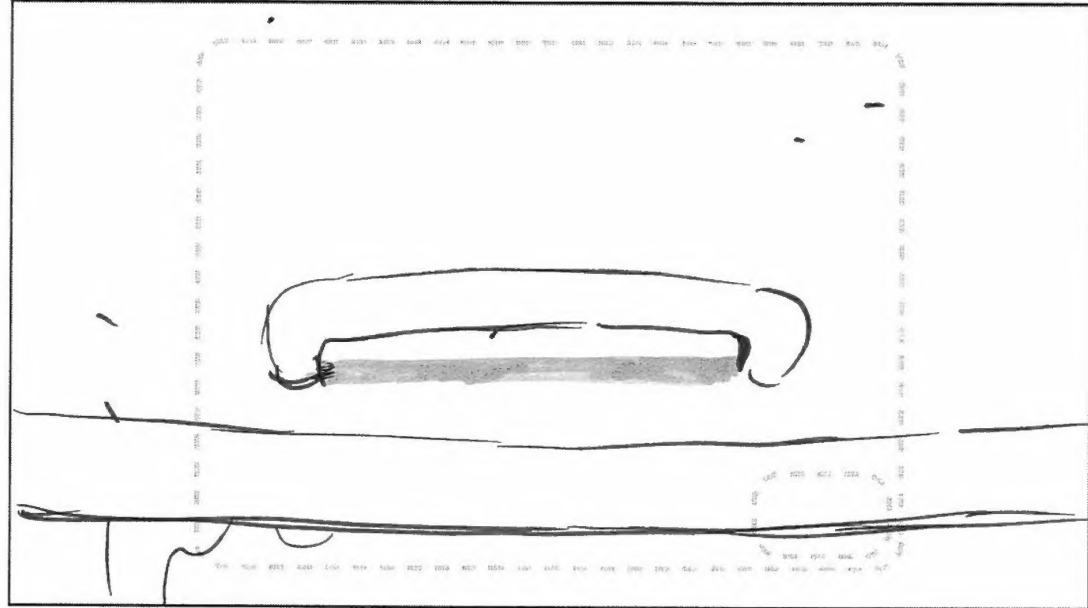


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:

(F) (OS) ♪ * Humming the tower song * ♪



* humming *

Action:

Timing:

EPISODE #

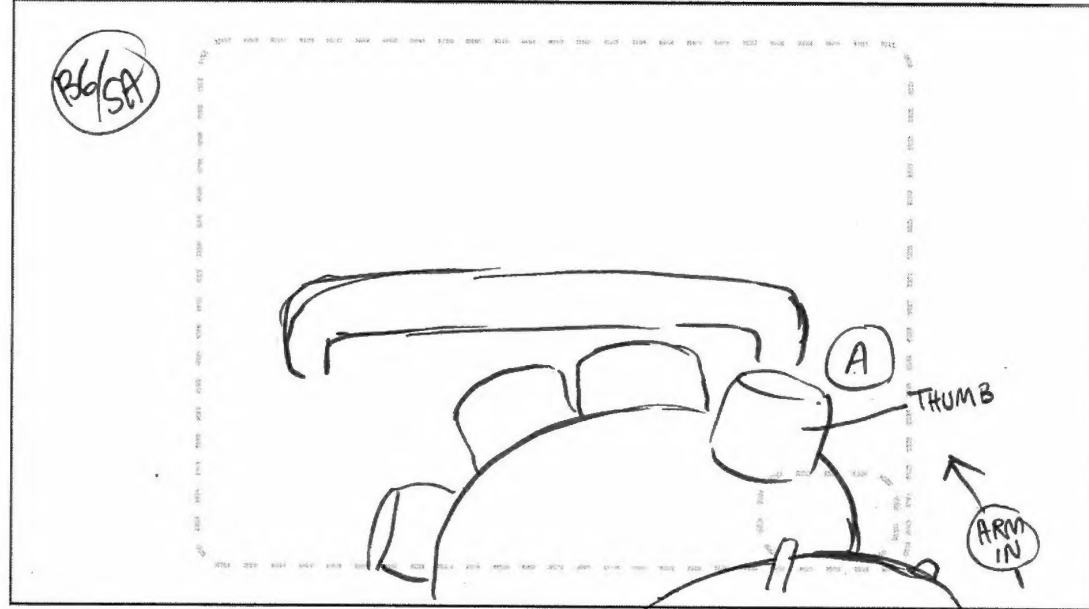
1025-168

Production :

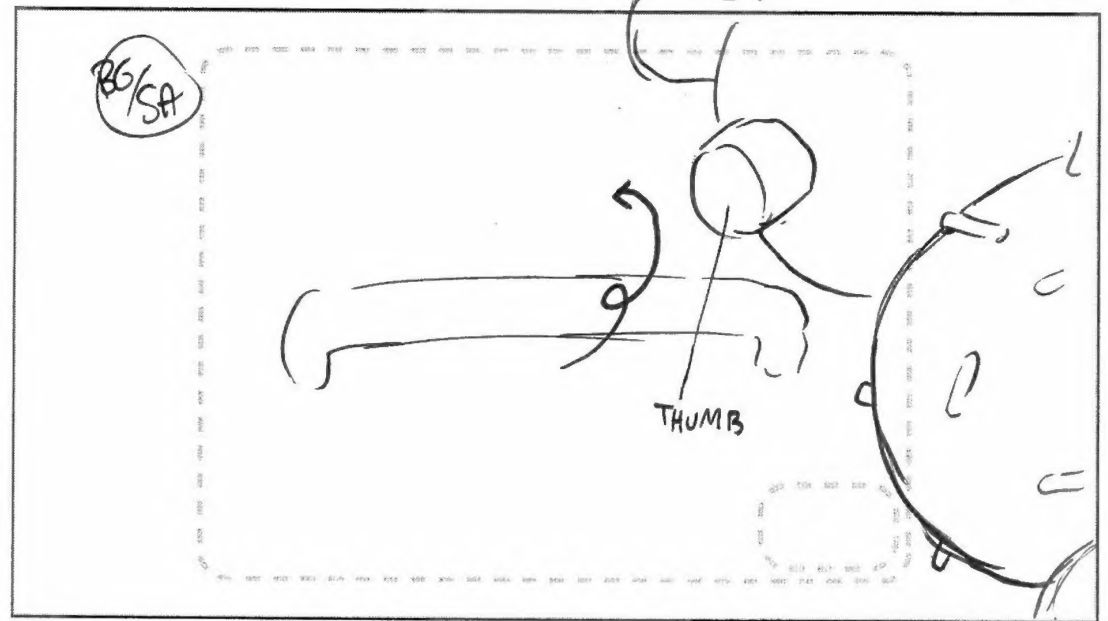
ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog: (F) (OS) * humming turns to frustrated grunting. *

Action:
A B A B A B

- Finn's candy fingers are too fat to fit under the handle

Timing:



EPISODE #

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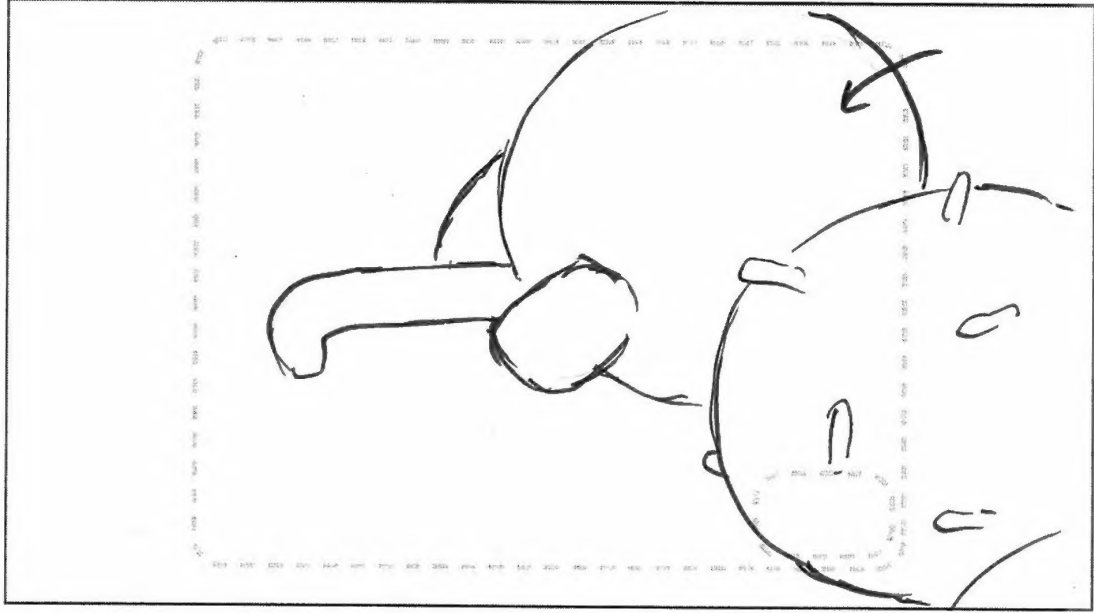
Production :

ADVENTURE TIME

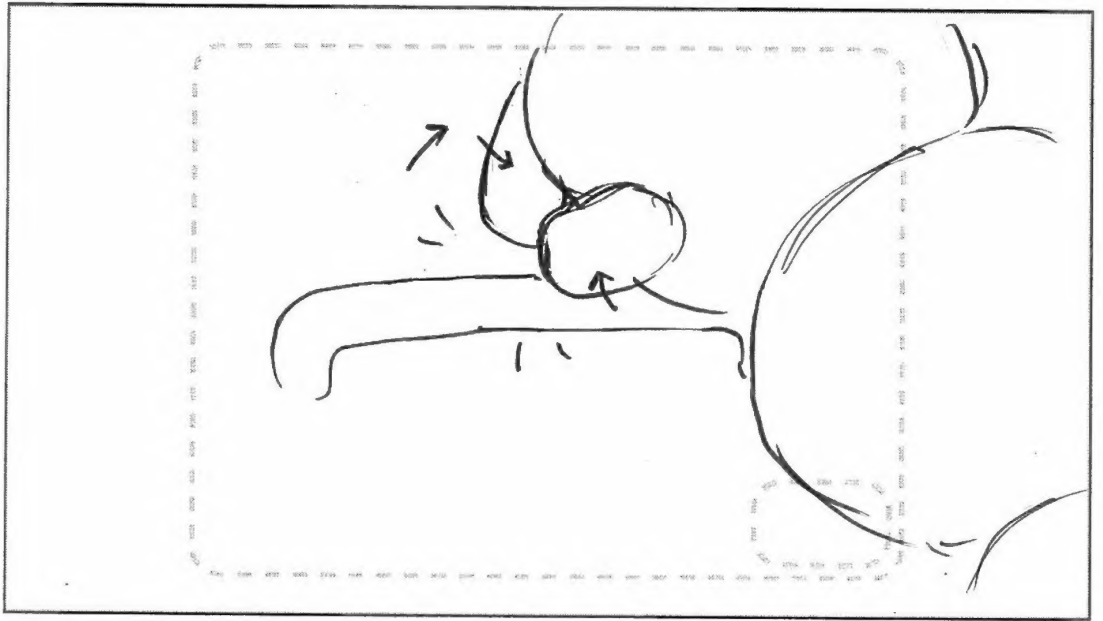


Page 3

Sc. 2 Pnl. D Bg. day night



Sc. 2 Pnl. E Bg. day night



Dialog:	(FOS) * grunting *
Action:	- when the fat round fingers squeeze the handle, the hand pops back off. They're too fat and round to grasp the handle.
Timing:	

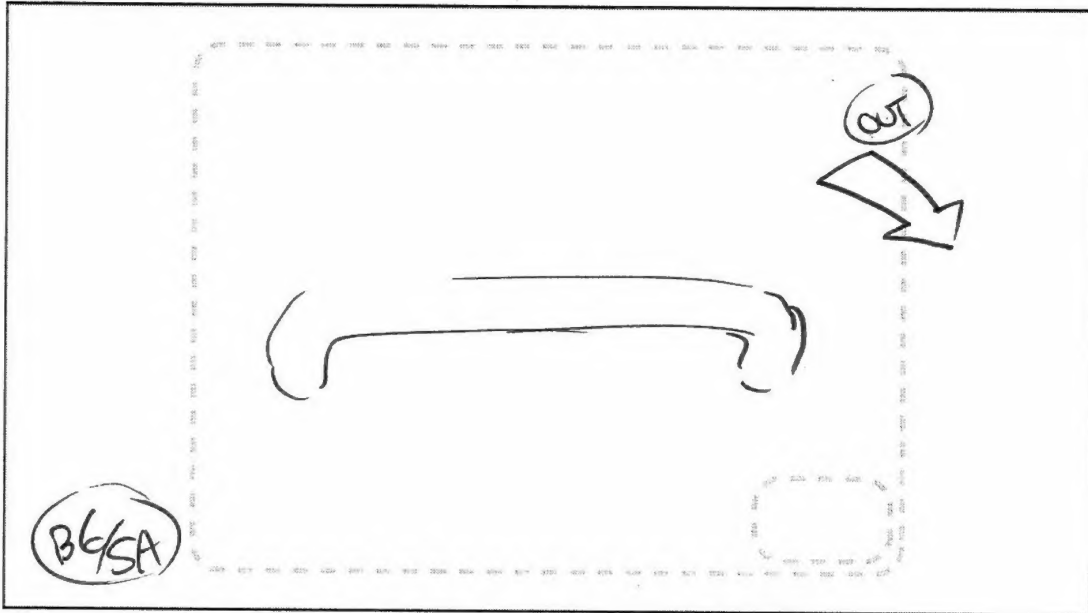
EPISODE # 1025-168
Production :

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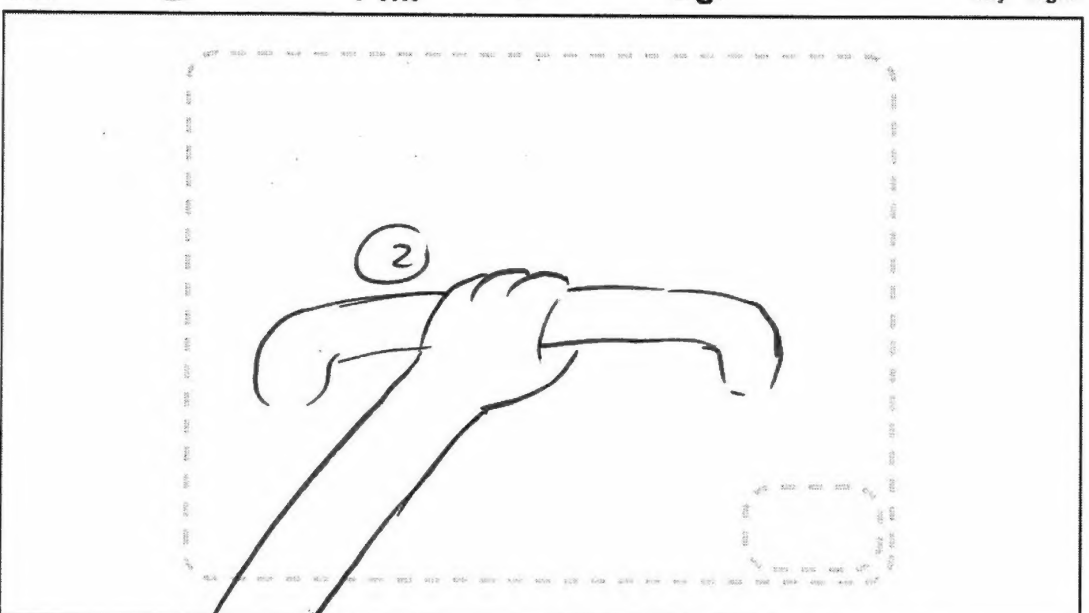
ADVENTURE TIME



Sc. 2 Pnl. F Bg. day night



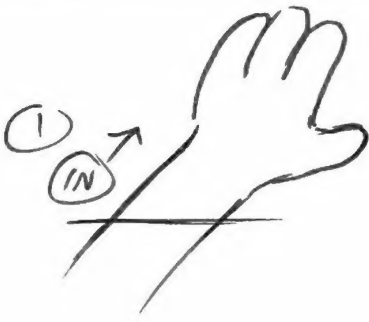
Sc. 2 Pnl. G Bg. day night



Dialog:

Action:

Timing:



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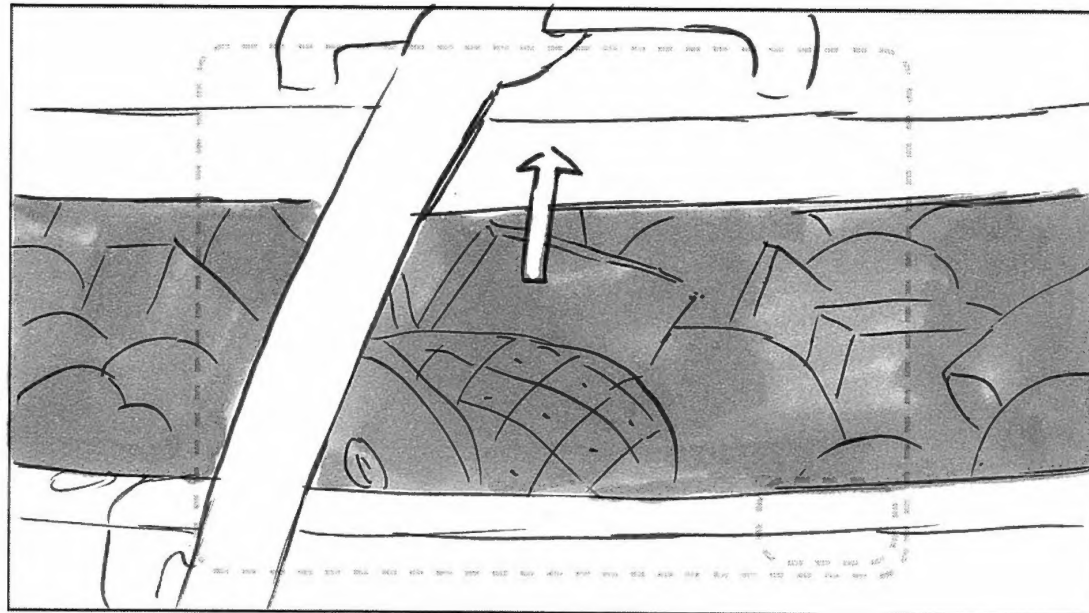
Production :

ADVENTURE TIME



Page 5

Sc. 2 Pnl. H Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:

(F:) *satisfied grunt*

Action:

- Finn opens refrigerator.

Finn digs around in fridge

Timing:

EPISODE # 1025-168

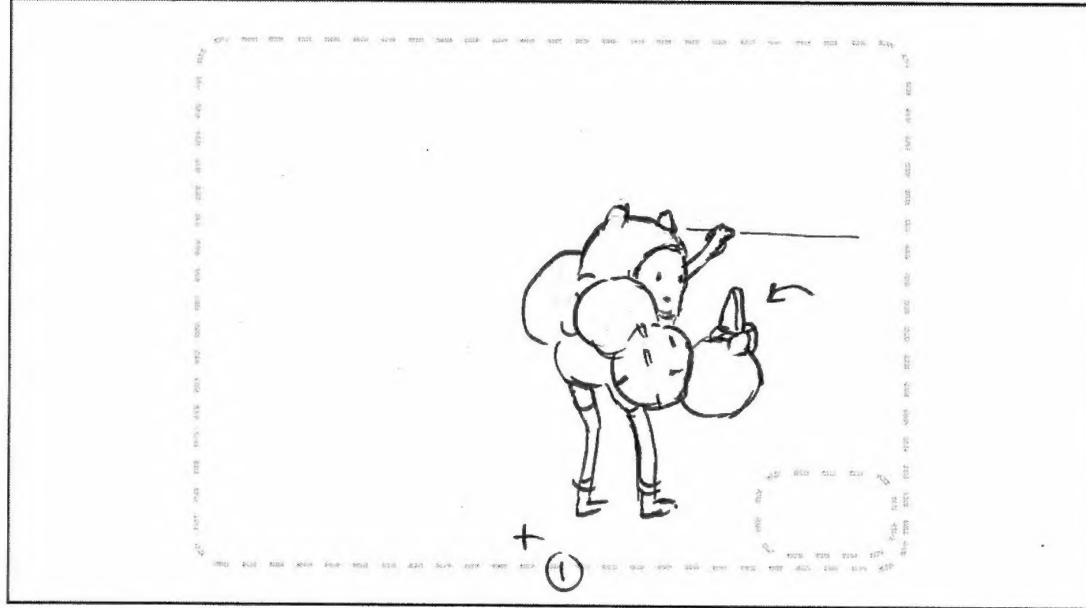
Production :

ADVENTURE TIME

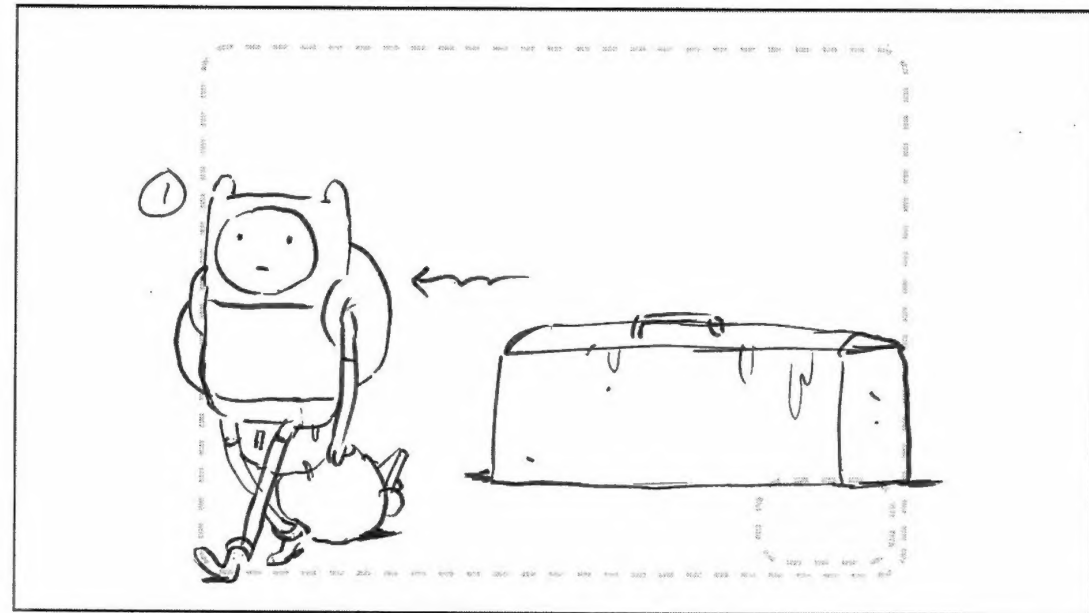


Page 6

Sc. 3 Pnl. B Bg. day night



Sc. 3 Pnl. C Bg. day night



Dialog:

(F:) Asiago's like Parm...

Action:

Timing:

(F:) * humming tower song * ♪



-Finn's arm drags on the ground.



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Production :

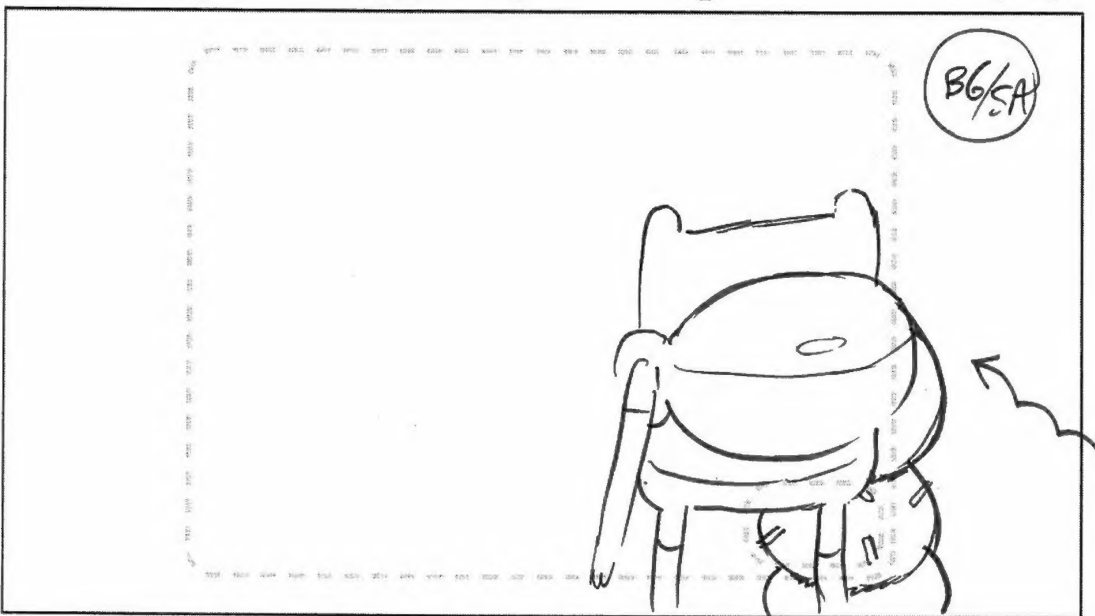
ADVENTURE TIME



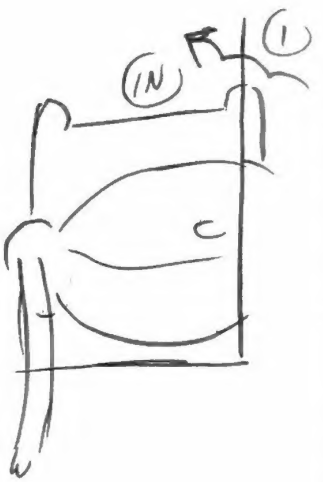
Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:	(F) → * humming *
Action:	
Timing:	



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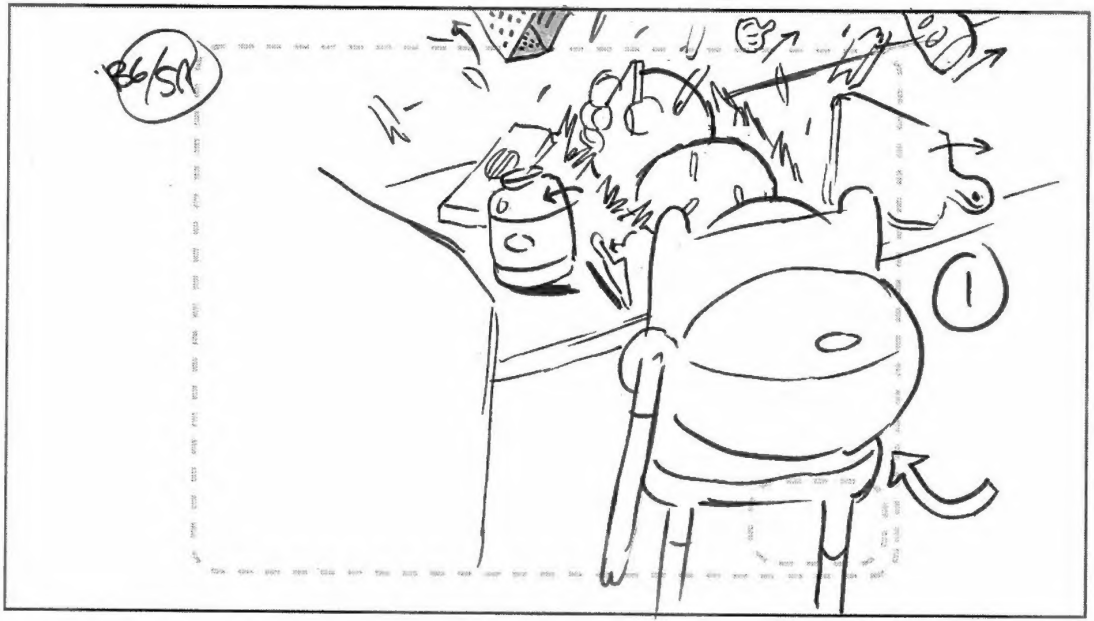
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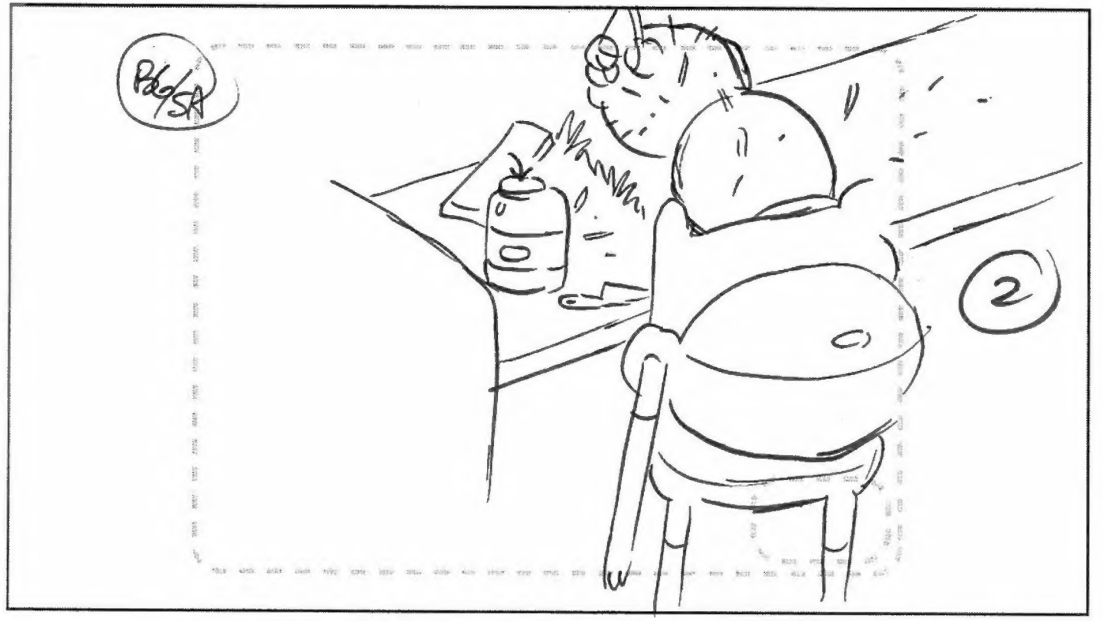
ADVENTURE TIME



Sc. 4 Pnl. C Bg. day night



Sc. 4 Pnl. D Bg. day night



Dialog:

SFX: smash

Action: -Finn carelessly smashes through the counter when he raises his arm.

Timing:

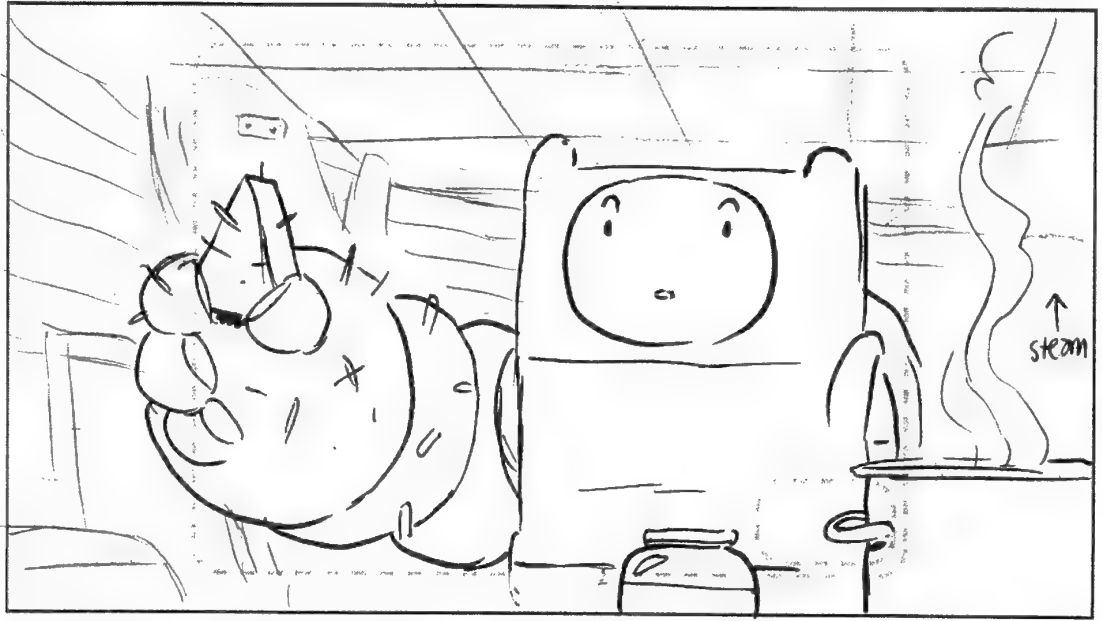
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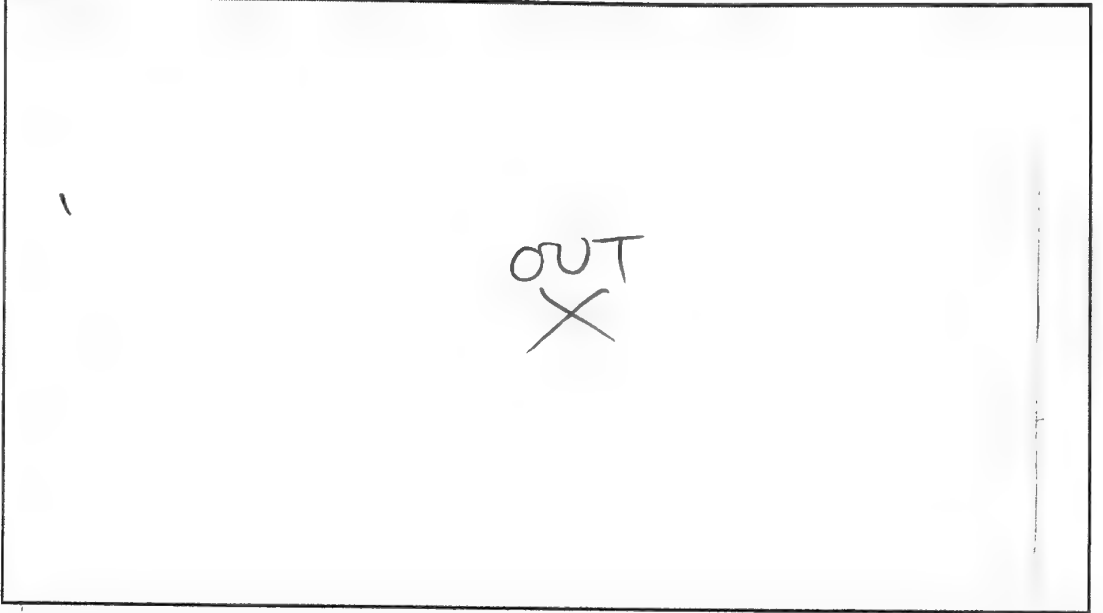
ADVENTURE TIME



Sc. 5 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) Whoopsies

Action:

Timing:

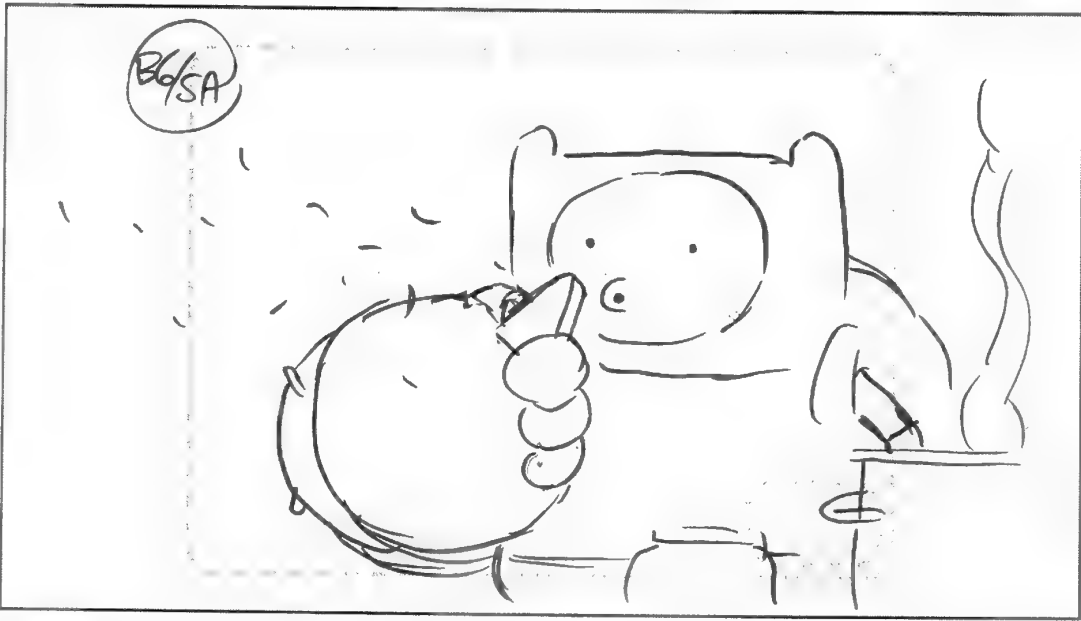
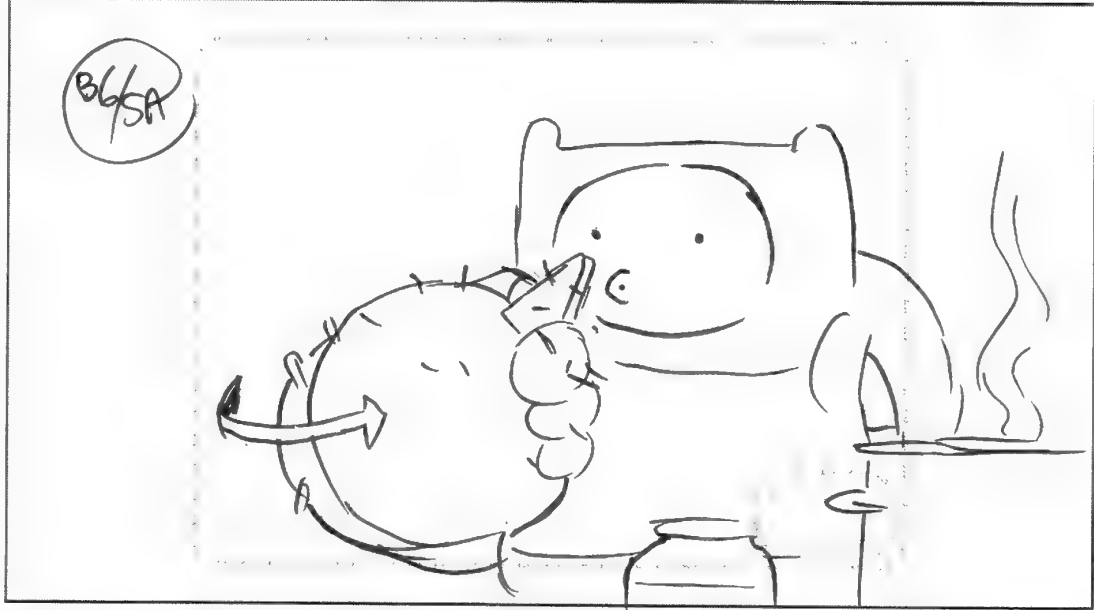
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Production :

ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night

Sc. 5 Pnl. C Bg. day night



Dialog:	(FINN) * phew *
Action:	-Finn blows splinters off the cheese
Timing:	

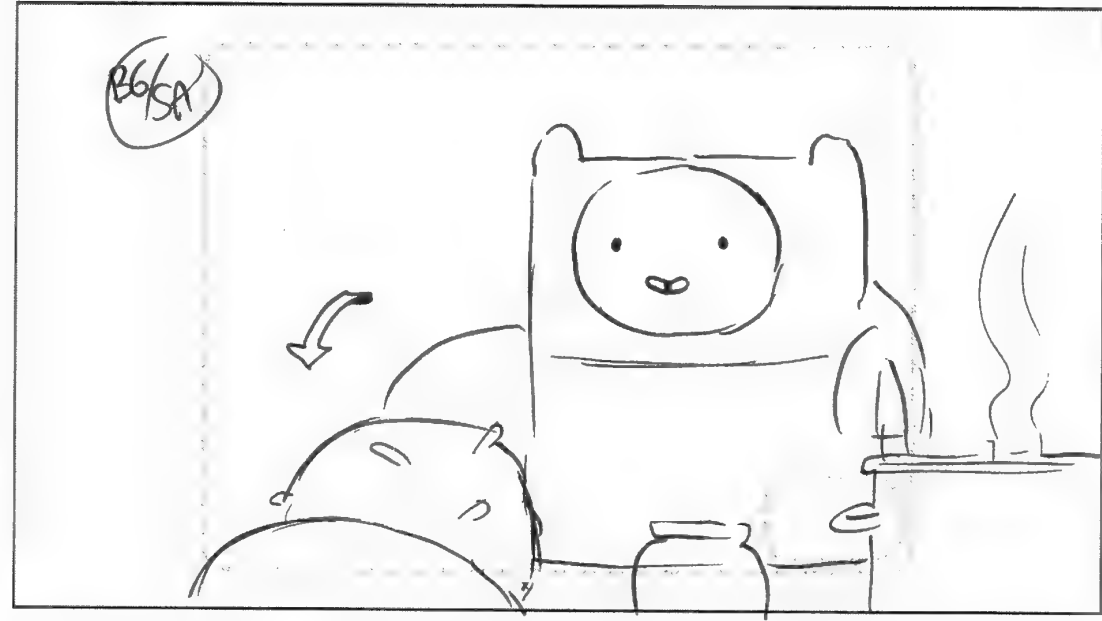
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Production :

ADVENTURE TIME

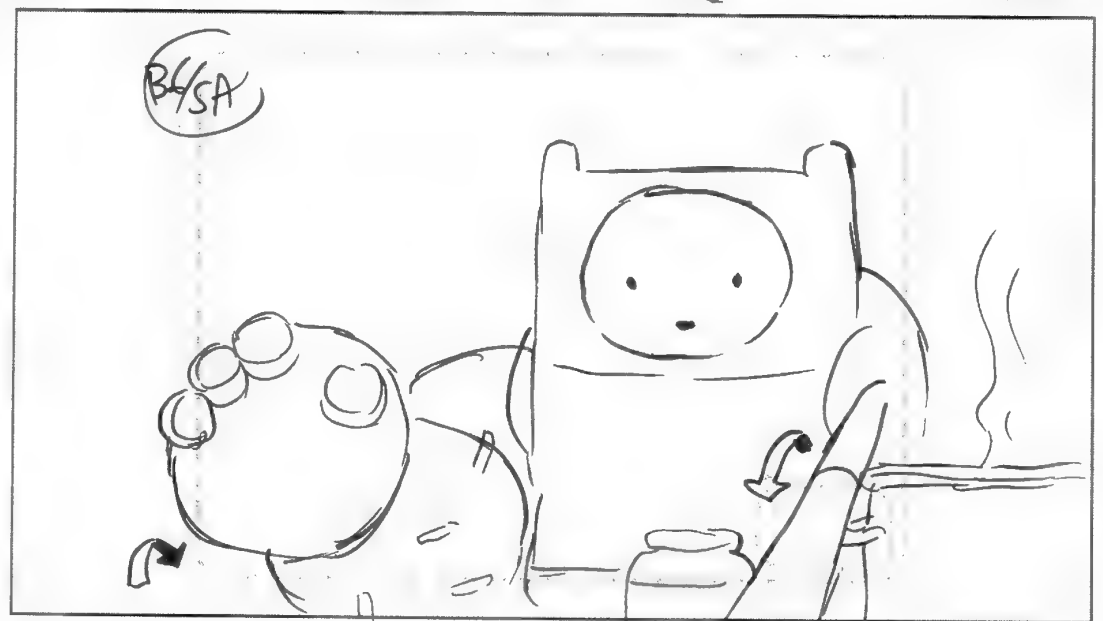


Page 11
day night

Sc. 5 Pnl. D Bg. day night



Sc. 5 Pnl. E Bg. day night



Dialog:		(F:) heh heh	(F:) okay, →
Action:		- Finn sets down the cheese	- Finn reaches for the spaghetti
Timing:			

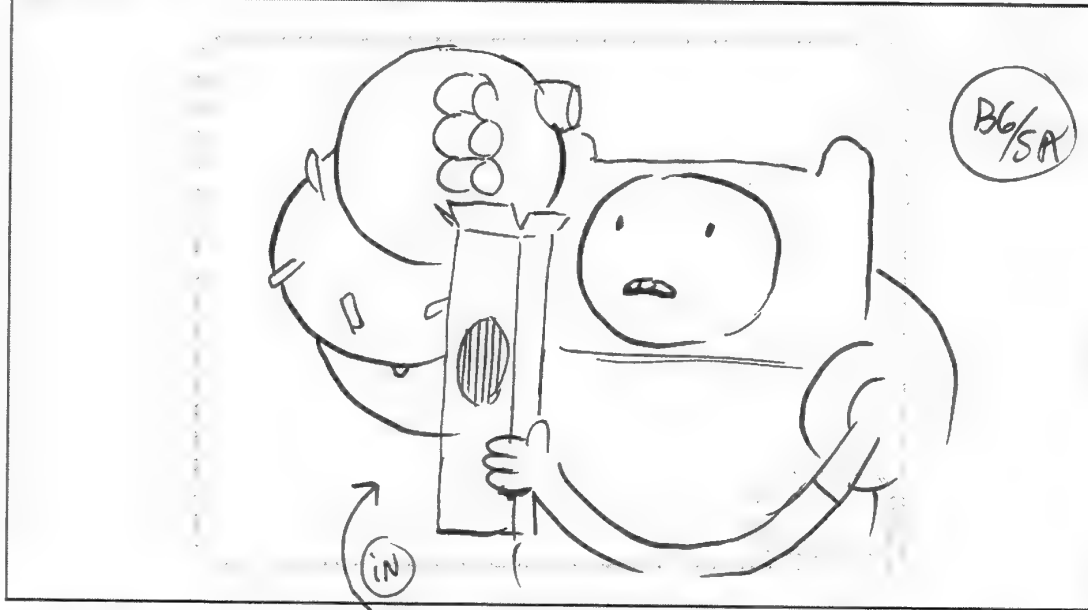
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Production :

ADVENTURE TIME

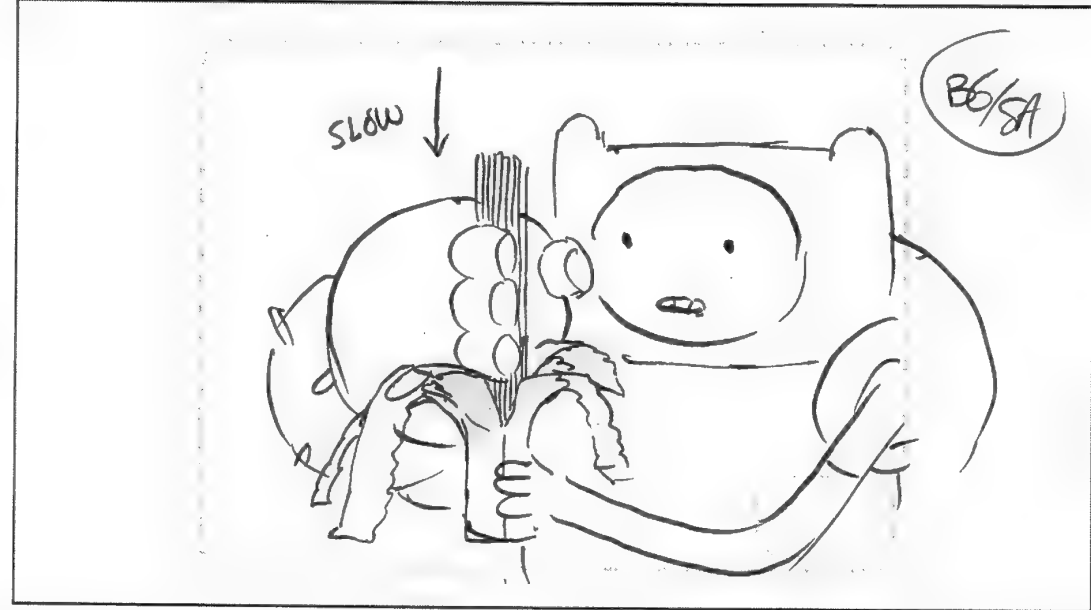


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Sc. 5 Pnl. F Bg. day night



Sc. 5 Pnl. G Bg. day night



Dialog:

(F:)

now, easy does it...

SFX: rrrrrriipp

(F) eh hh...

Action:

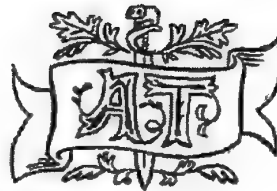
- Finn's fat hand tears the cardboard apart as it slides down the spaghetti noodles.

Timing:

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ADVENTURE TIME



Page 13
day night

Sc. Pnl. Bg. day night

OUT
X

Sc. 5 Pnl. H Bg. day night

Dialog:

Action:

Timing:

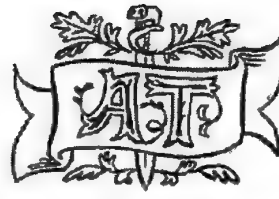
SFX: CRUNCH!

- Finn grasps the spaghetti and it shatters.

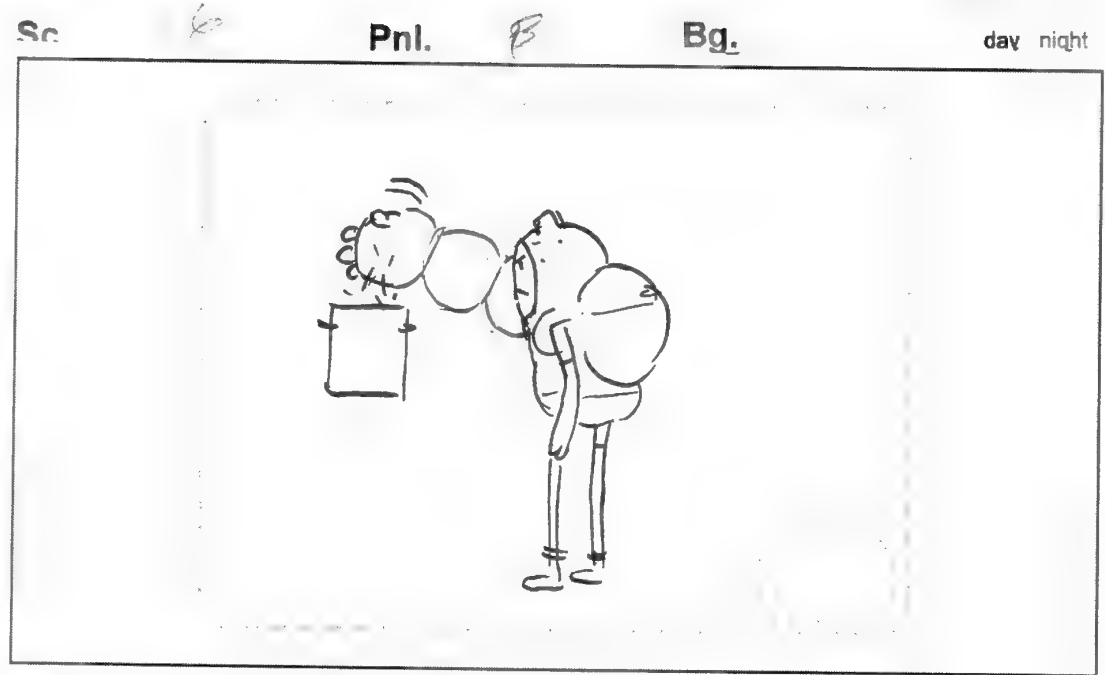
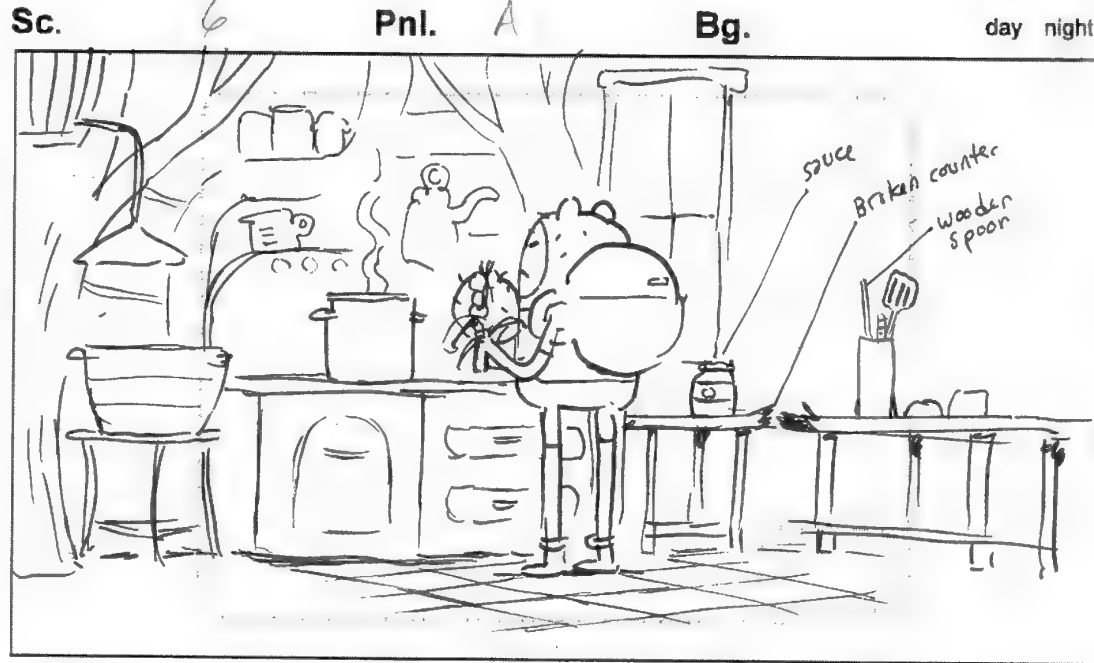
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ADVENTURE TIME



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day night



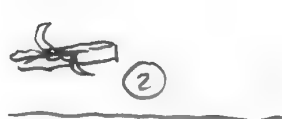
Dialog:

Action:

Timing:



- Finn drops the spaghetti fragments in the water.



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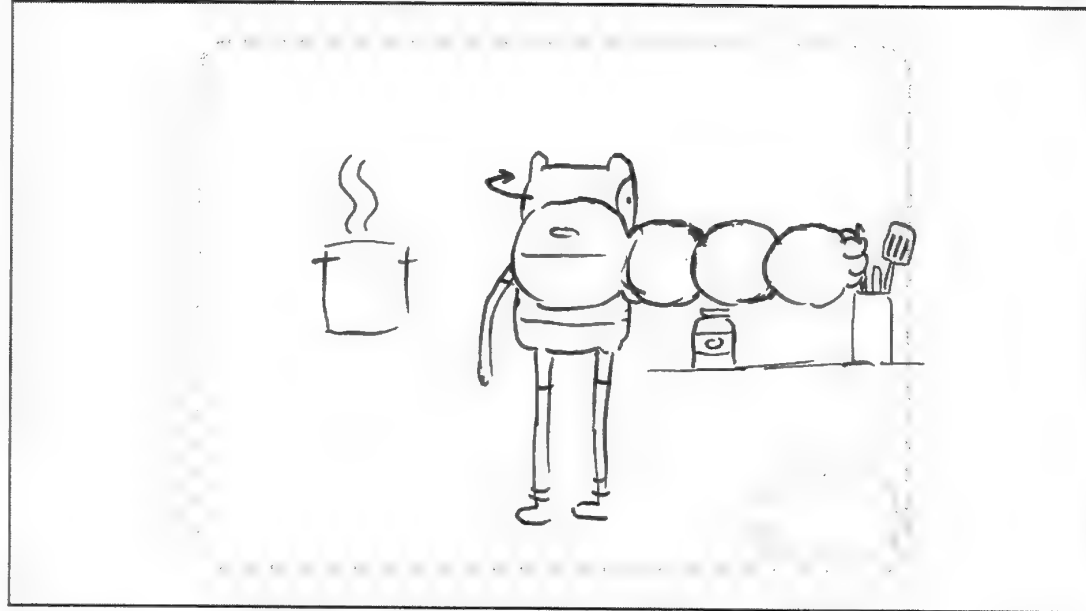
Production :

ADVENTURE TIME

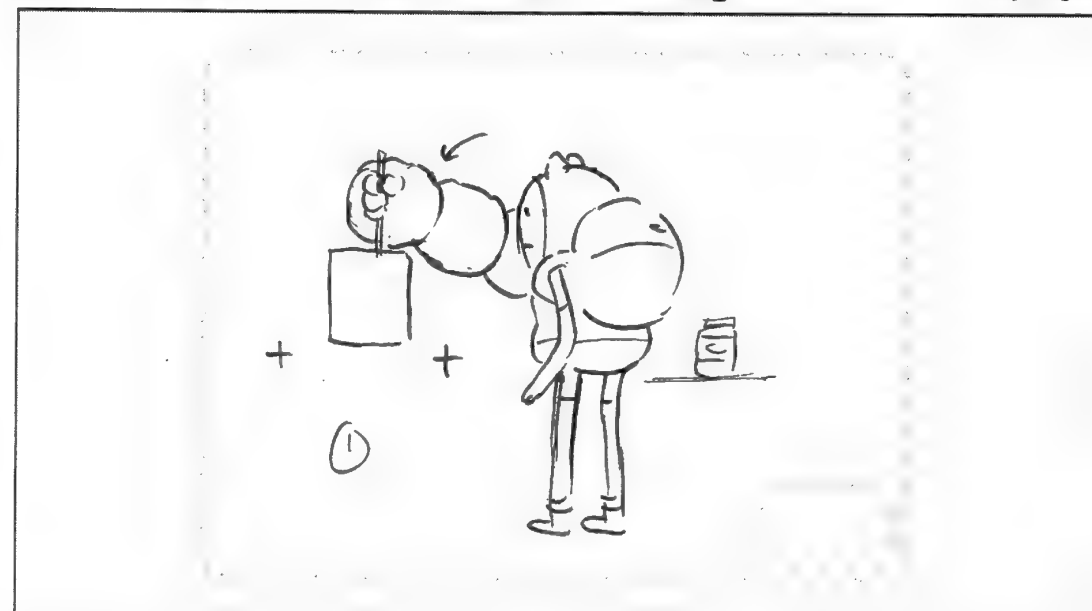


Page 15
day night

Sc. 6 Pnl. C Bg. day night



Sc. 6 Pnl. D Bg. day night

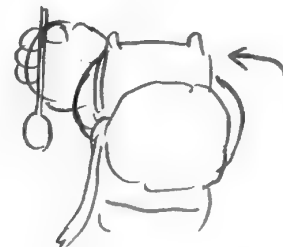


Dialog:

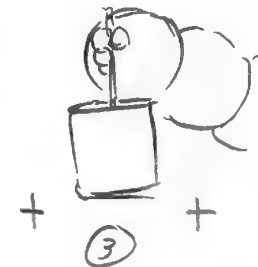
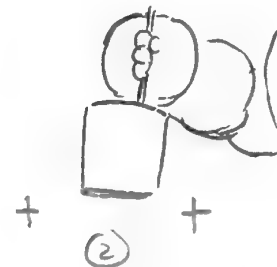
Action: - Finn grabs a wooden spoon.



Timing:



- stirring happens VERY FAST - about a second from pose (2) to pose (7)



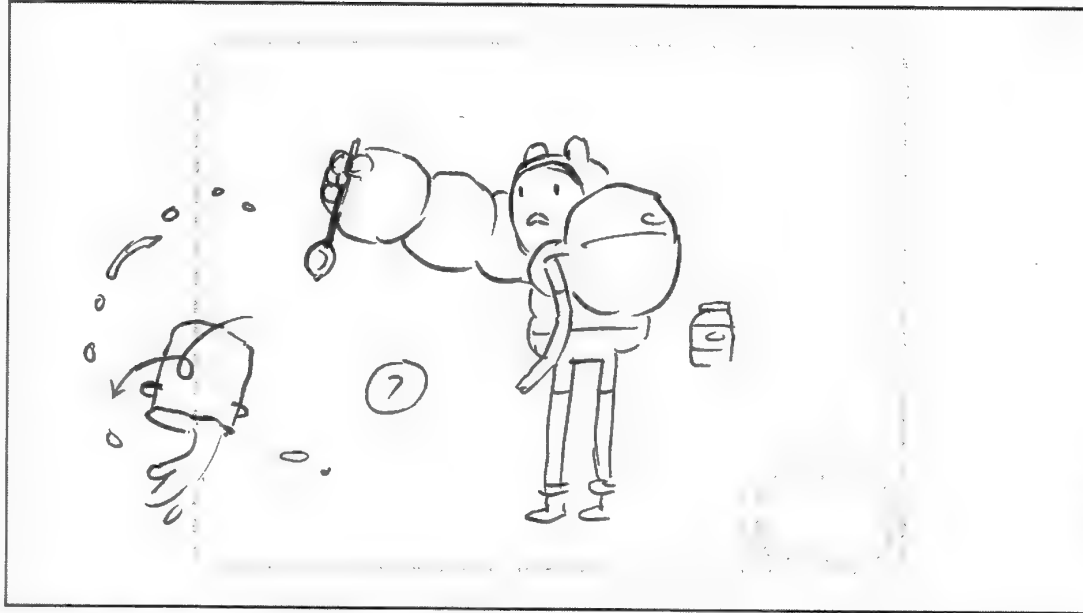
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ADVENTURE TIME



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day night

Sc. 6 Pnl. E Bg. day night



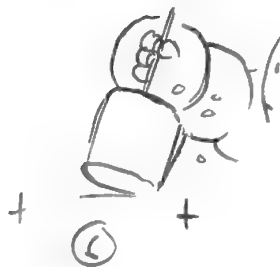
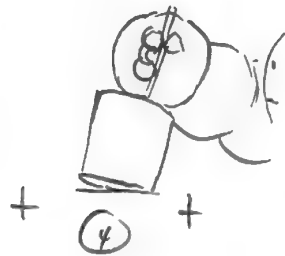
Sc. 6 Pnl. F Bg. day night



Dialog:

Action:

Timing:



- Finn flinches/cries when the pot hits the ground, thus hitting the sauce jar with his candy elbow

- Takes pose (B) when he hears sauce jar strike floor.



EPISODE # 1025-168

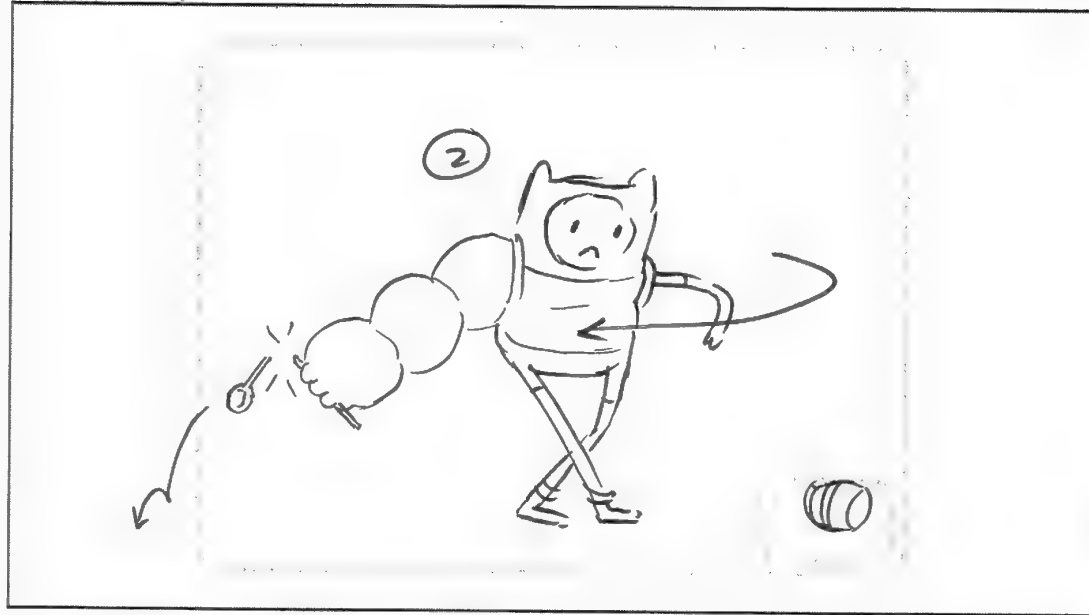
Production :

ADVENTURE TIME

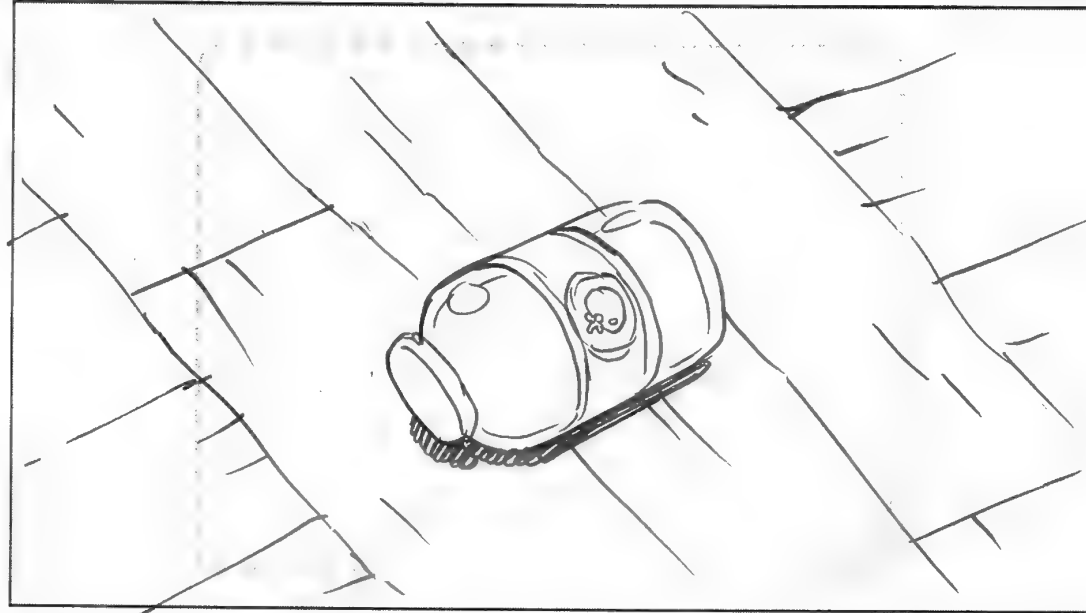


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Sc. 6 Pnl. G Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

SFX: SNAP
(spoon breaks)

Action: Finn spins when
he hears the bottle
hit the floor-

Timing: Spoon snaps when
it hits stove.



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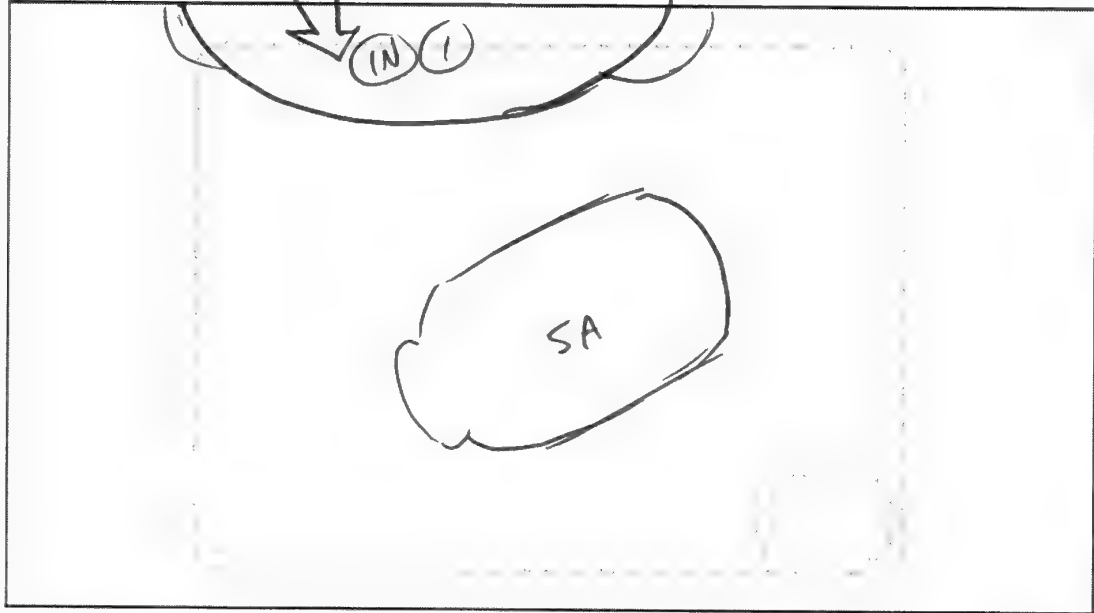
Production :

ADVENTURE TIME

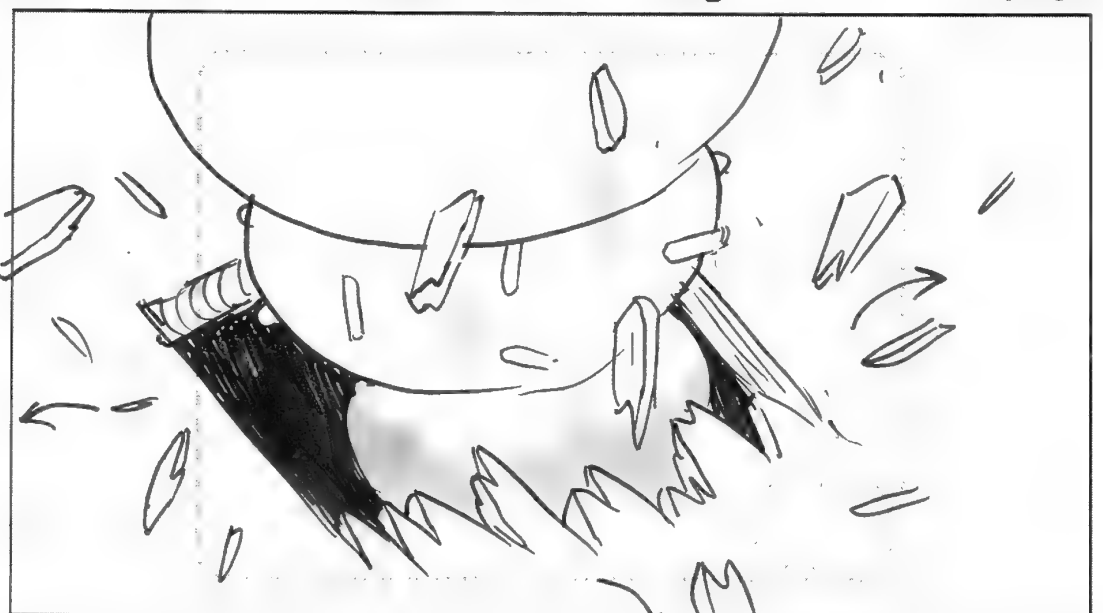


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Sc. 7 Pnl. B Bg. day night



Sc. 7 Pnl. C Bg. day night



Dialog:		
Action:		- Finn reaches for the sauce, but reaches too far, smashing the floor.
Timing:		

EPISODE # 1025-168
Production :

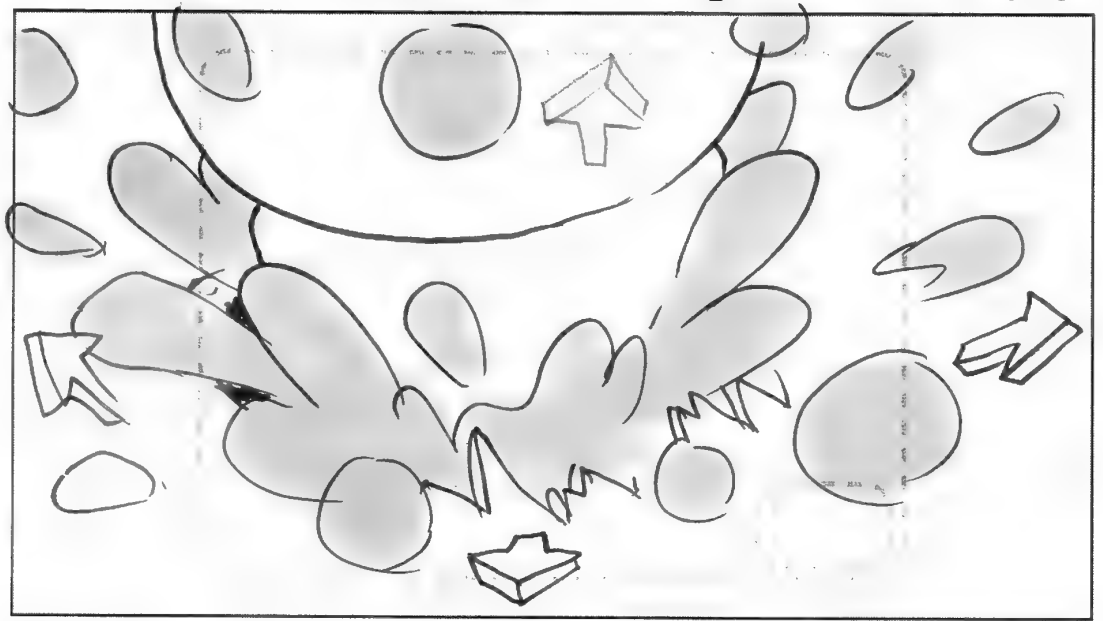
ADVENTURE TIME



Sc. 7 Pnl. D Bg. day night



Sc. 7 Pnl. E Bg. day night



Dialog:	- BEAT -	SFX: * GLASS BREAK * * SPLAT *
Action:	- sauce explodes from the broken bottle under the floor.	
Timing:		

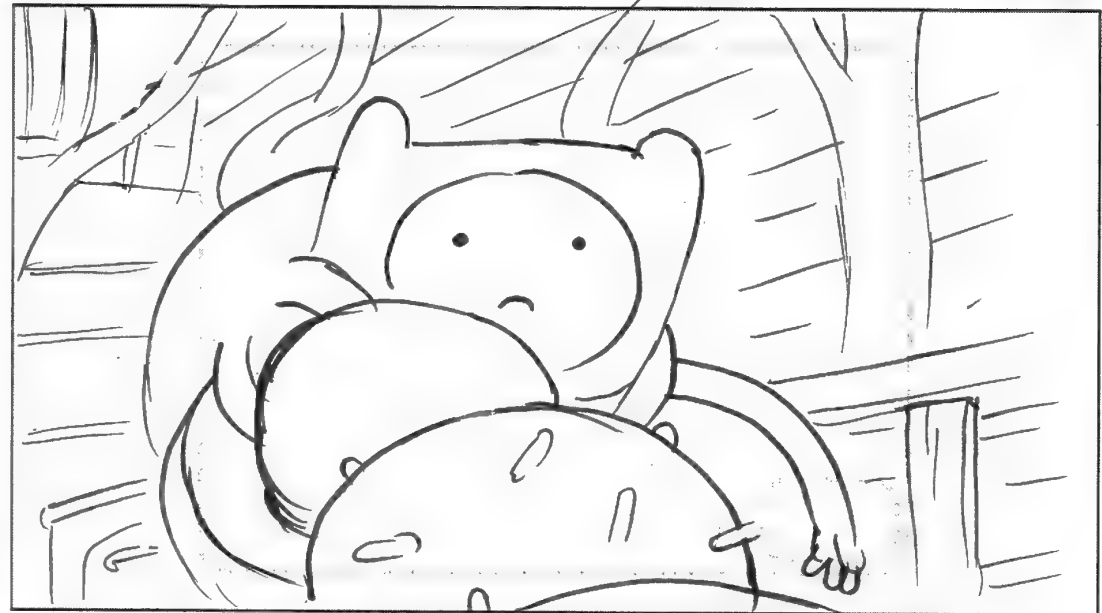
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ADVENTURE TIME



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Sc. 8 Pnl. A Bg. day night



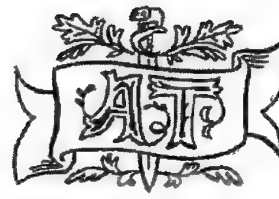
Sc. 8 Pnl. B Bg. day night



Dialog:	
Action:	- sauce splatters Finn.
Timing:	

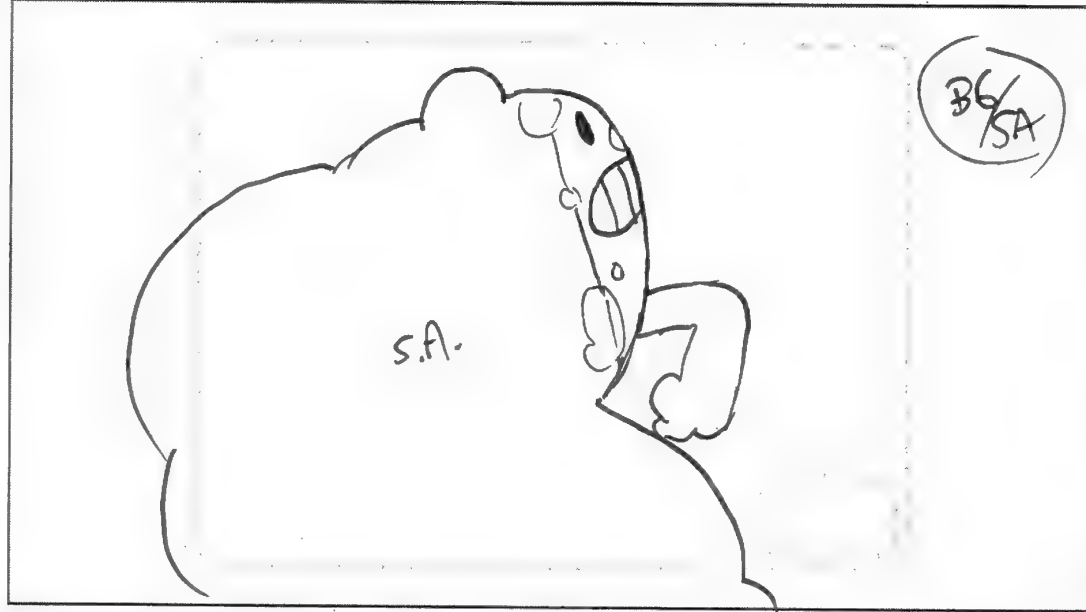
Production : EPISODE # 1025-168

ADVENTURE TIME



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Sc. 8 Pnl. C Bg. day night

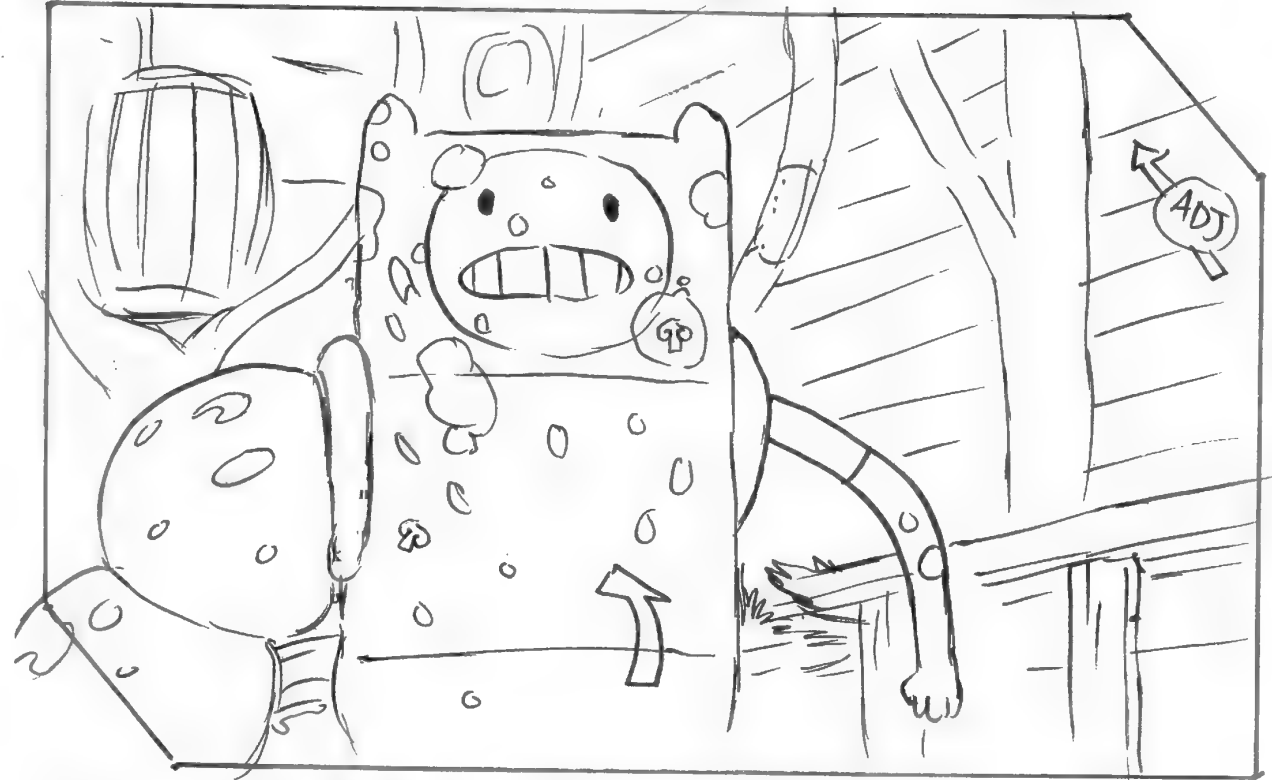


Dialog: (F:) RRRRR →

Action:

Timing:

Sc. 8 Pnl. D Bg. day night



→ RRRRRRR →

Production :

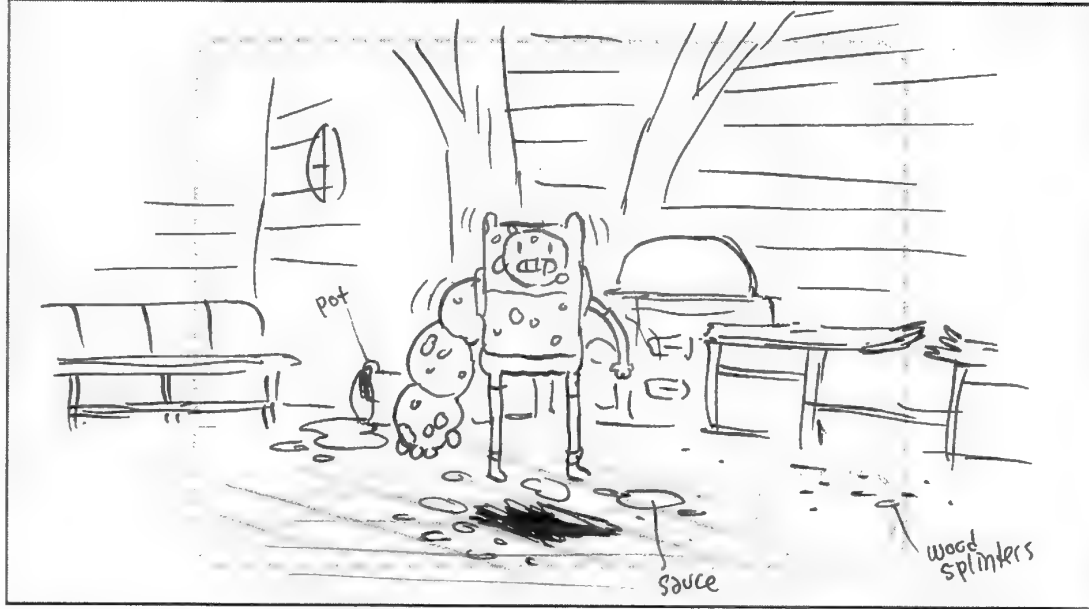
1025-168

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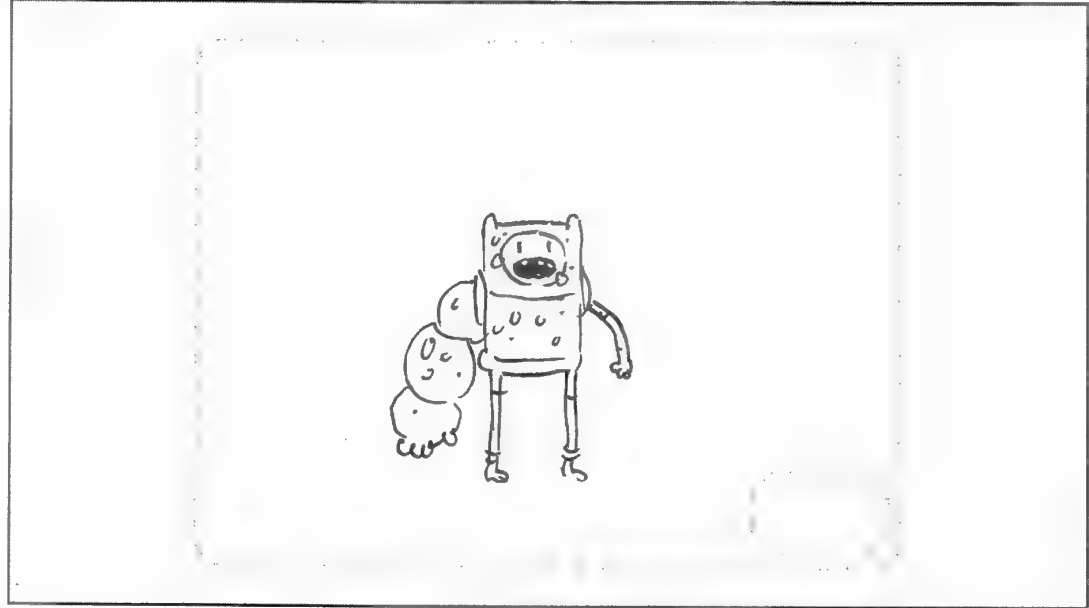


Page 22
day night

Sc. 9 Pnl. A Bg. day night



Sc. 9 Pnl. B Bg. day night



Dialog: (F:) → RRRRRRRRRR → THANKS A LOT DA --

Action: Finn vibrates with anger

Timing:

1025-168

EPISODE #

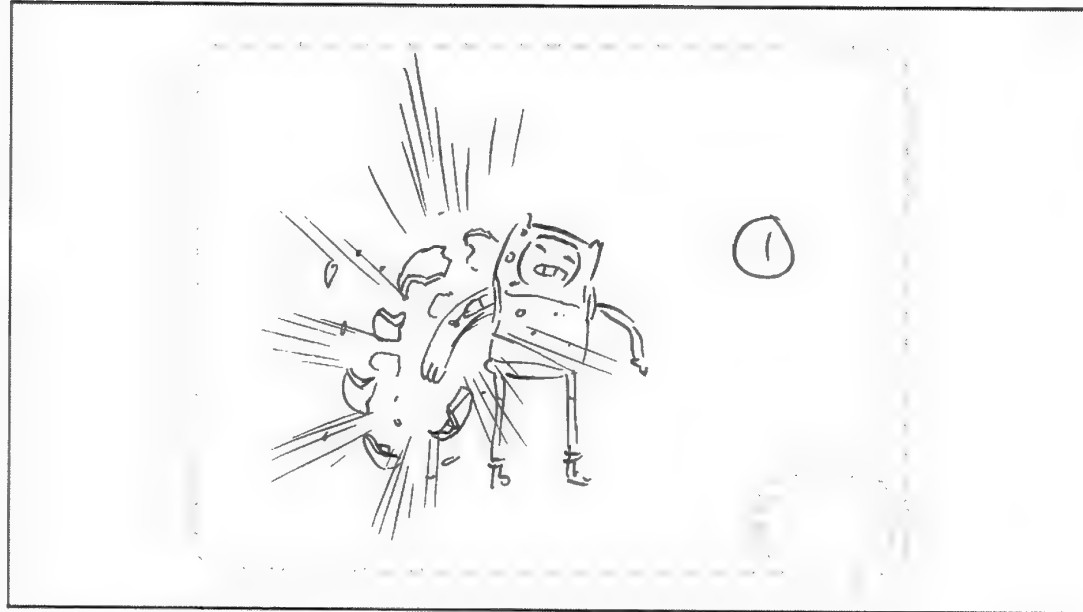
Production :

ADVENTURE TIME

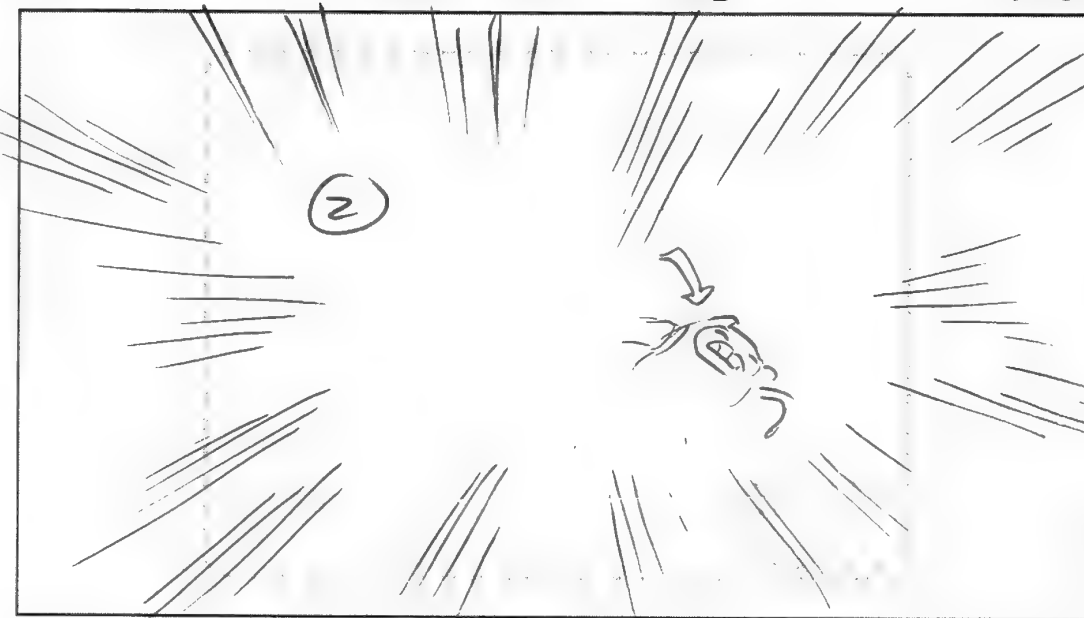


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Sc. 9 Pnl. C Bg. day night



Sc. 9 Pnl. D Bg. day night



Dialog:

SFX: BOOOM!

Action:

-candy arm explodes

Finn is blown over as the screen goes white.

Timing:

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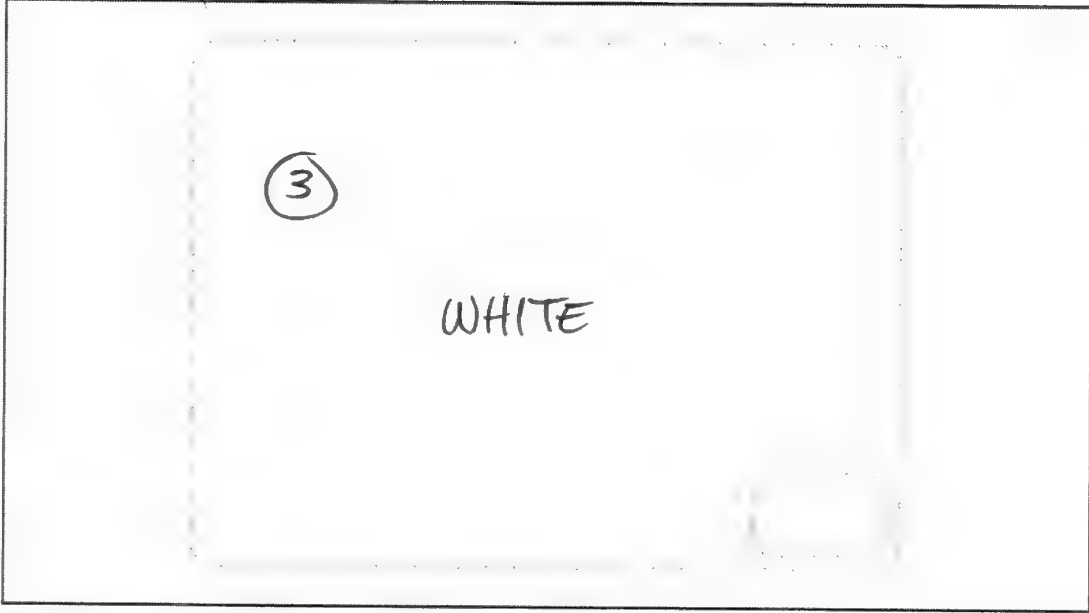
Production :

ADVENTURE TIME

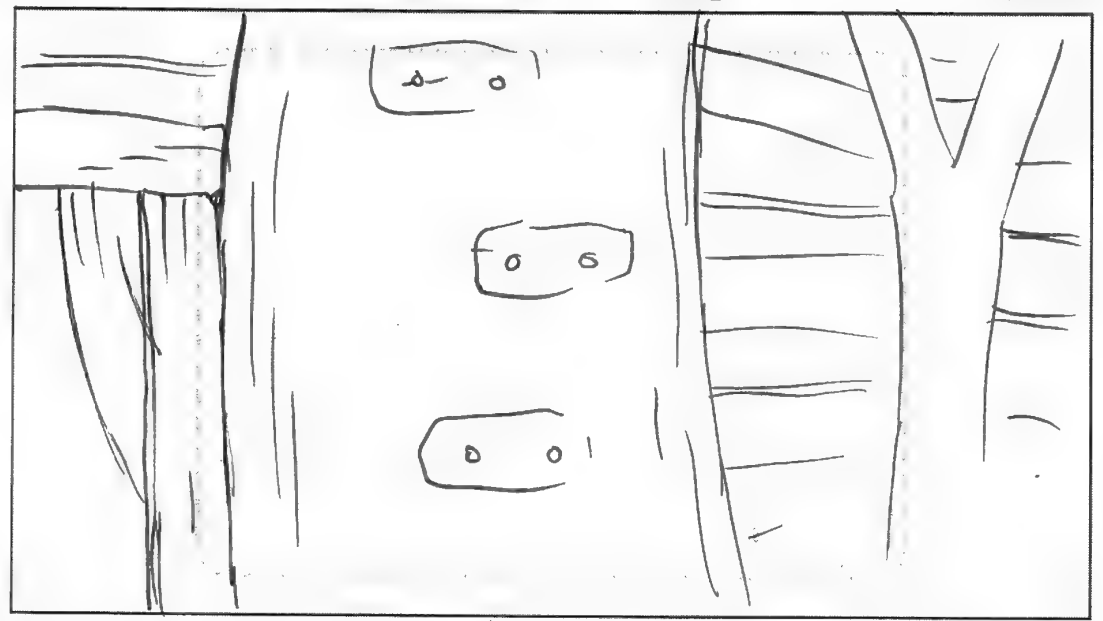


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Sc. 9 Pnl. E Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:
JAKE OS: Finn?
Action:
Timing:

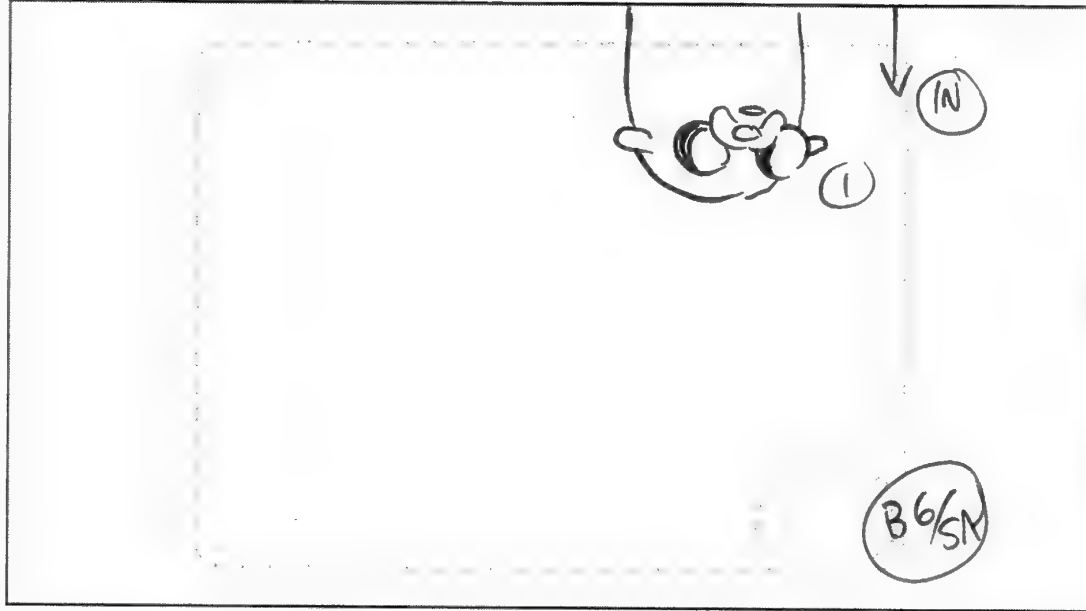
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Production :

ADVENTURE TIME

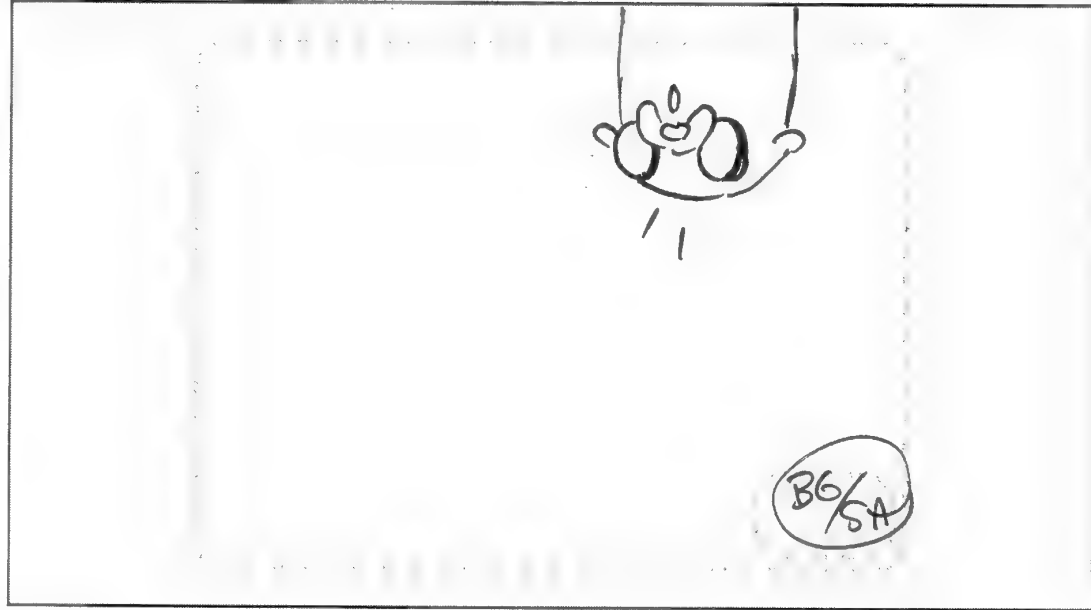


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Sc. 10 Pnl. B Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog:

J: ① What's going on? Is the spaghetti ② all ri - -

→ WTF!OA!

Action:

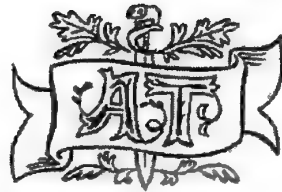


Timing:

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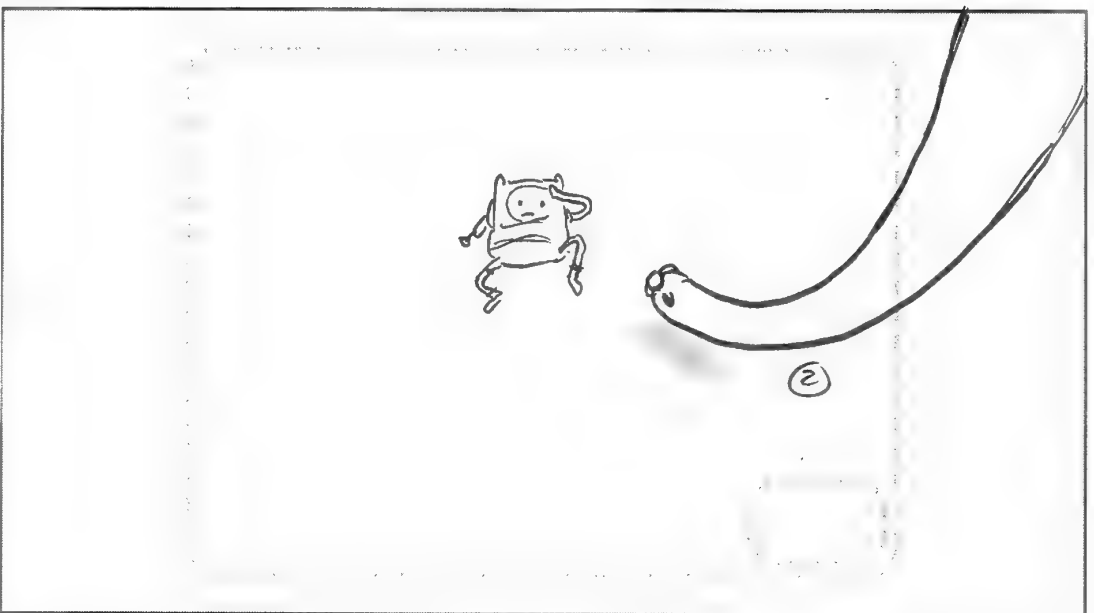


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Sc. 11 Pnl. A Bg. day night



Sc. 11 Pnl. B Bg. day night



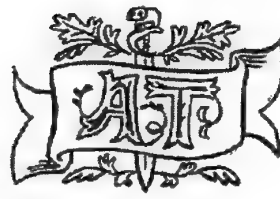
Dialog:	(J) Finn what happened?
Action:	
Timing:	



EPISODE # 1025-168
Production :

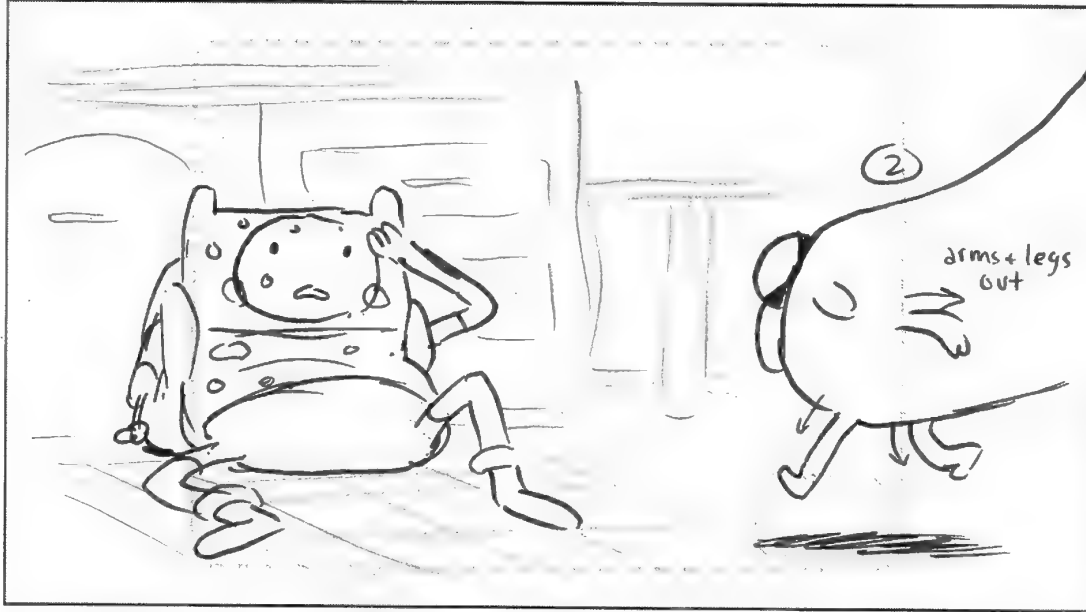
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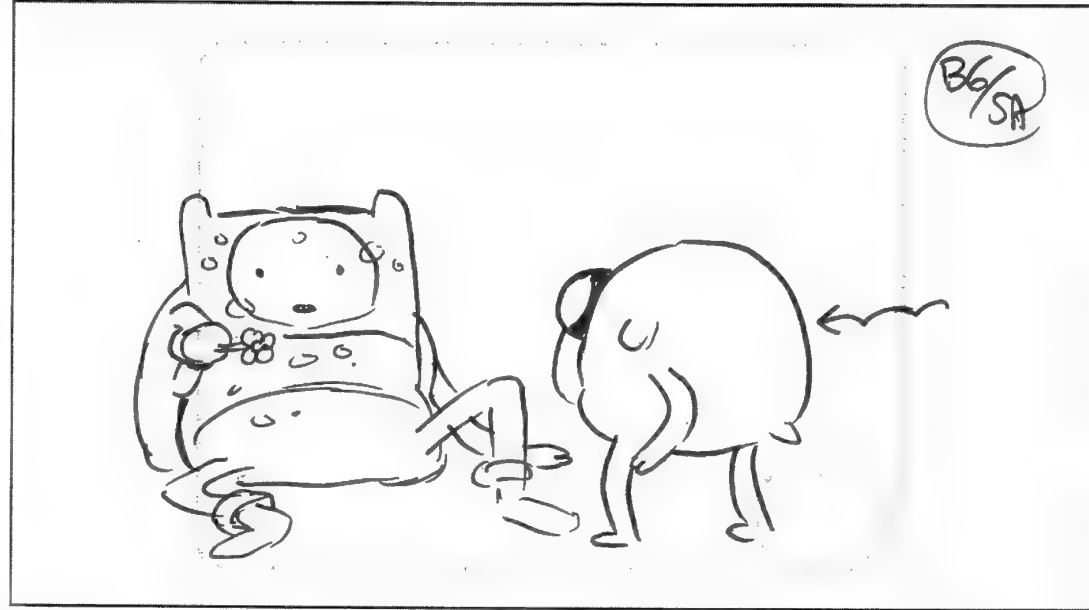


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Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog: (F) I ... messed up the spaghetti ... →

Action:

Timing:



(F) → then I got mad →

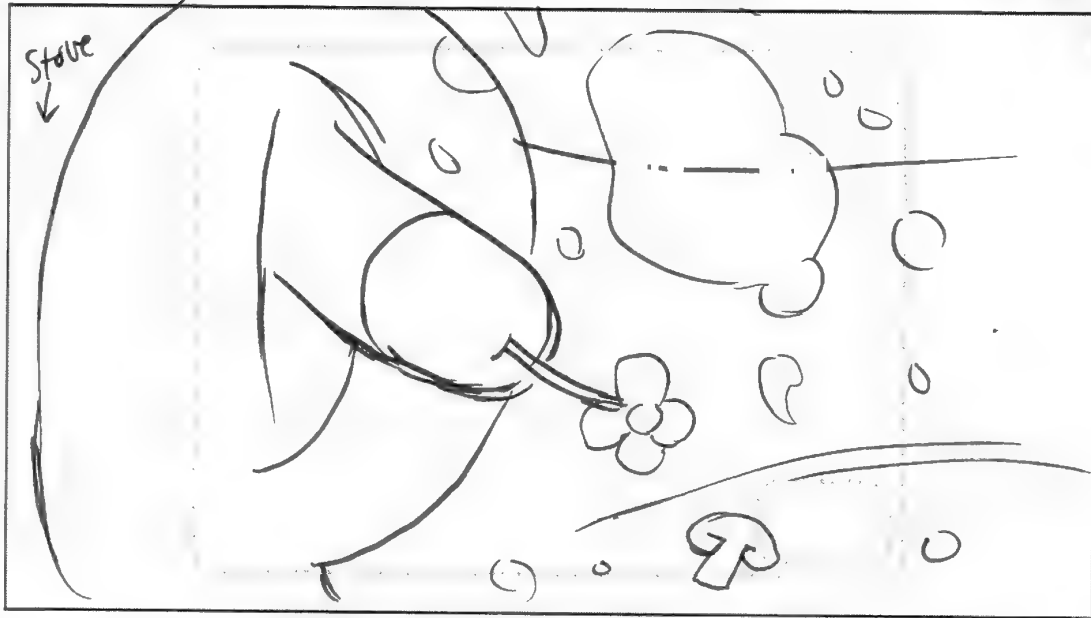
EPISODE # 1025-168

Production :

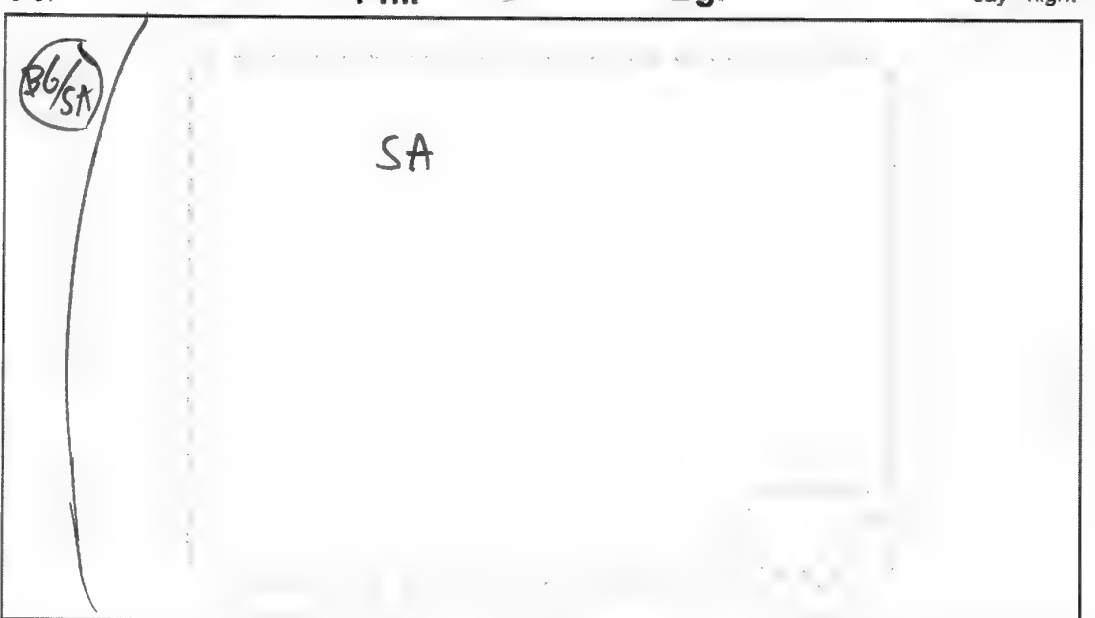
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog: → and PB's condy arm exploded. J: OS * pss h! *

Action:

Timing:

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Production :

ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog: (J:) man, I knew that —————→ arm was bogus.

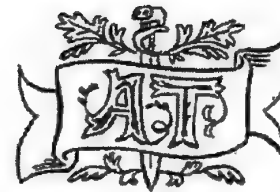
Action:

Timing:

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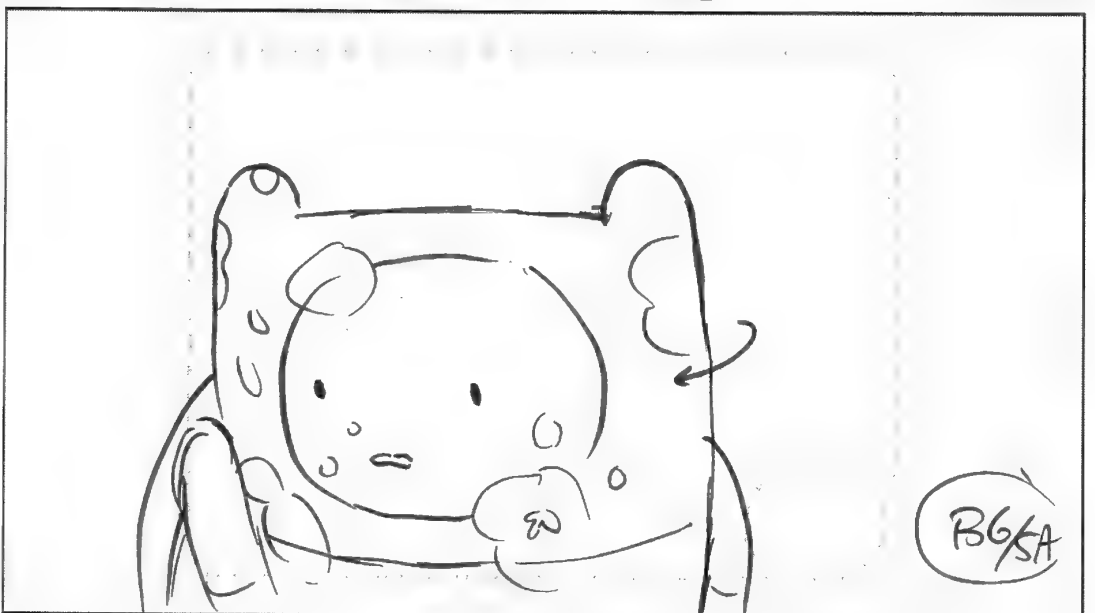
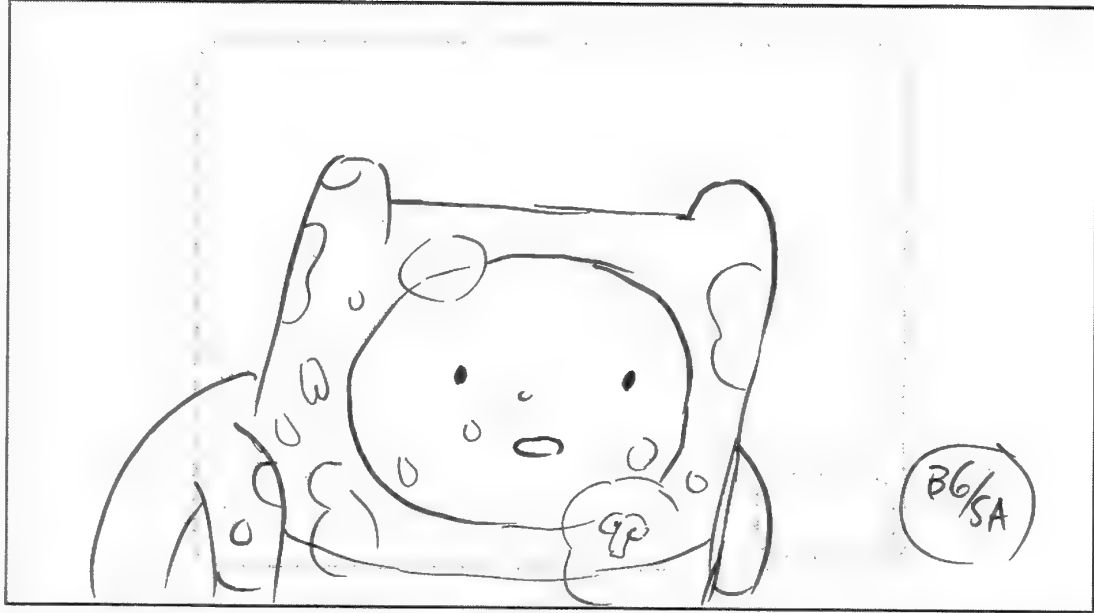
ADVENTURE TIME



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Sc. 15 Pnl. B Bg. day night

Sc. 15 Pnl. C Bg. day night



Dialog:
(F:) yeah... →
(F:) it wasn't the greatest... →
Action:
Timing:

EPISODE # 1025-168
Production :

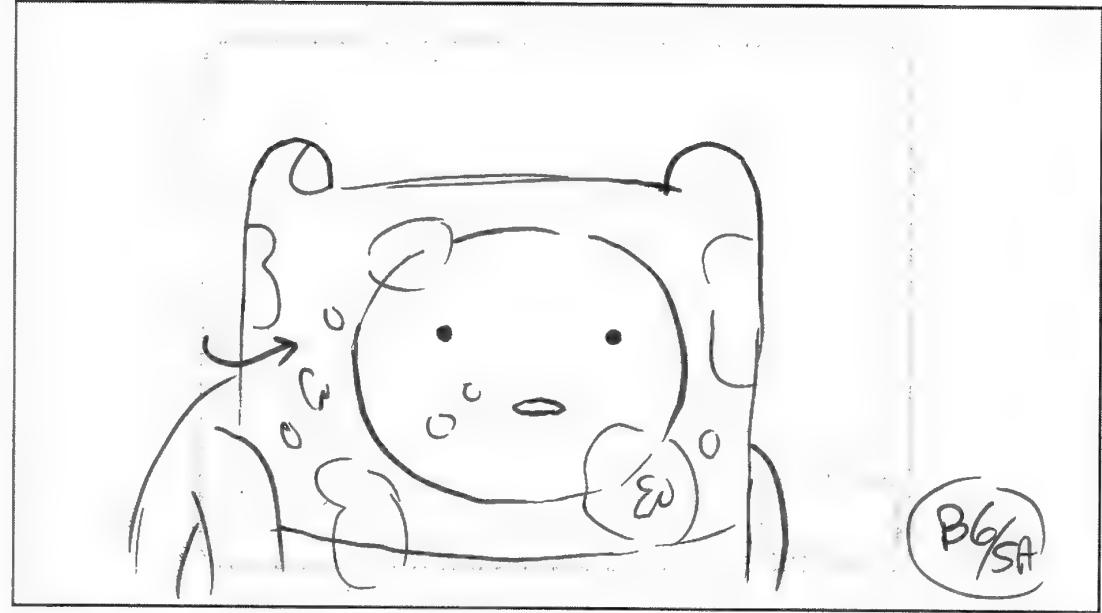
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ADVENTURE TIME

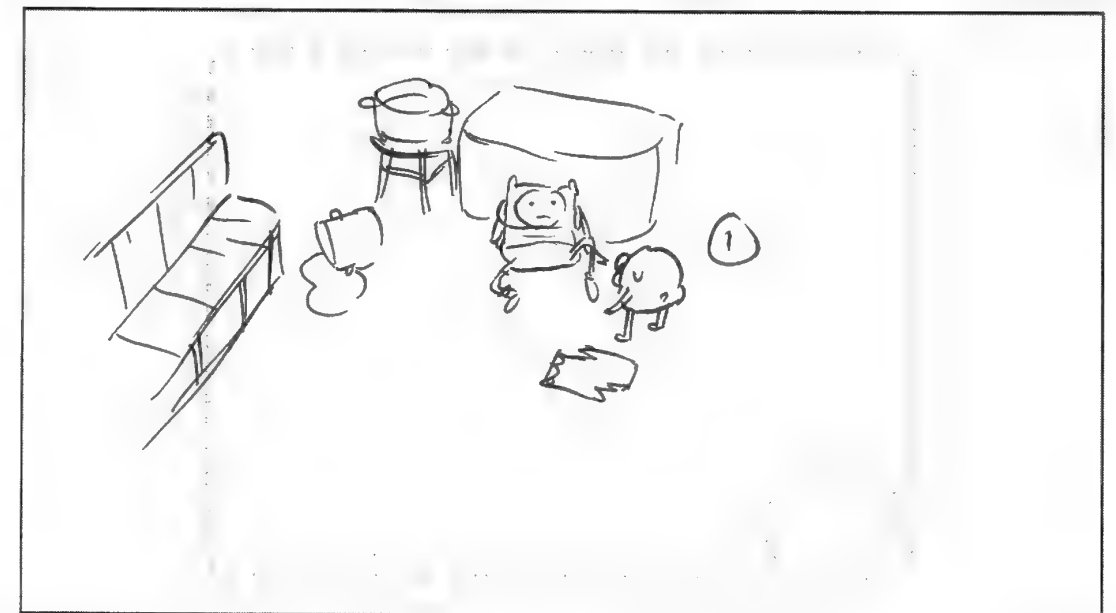


Page 31

Sc. 15 Pnl. D Bg. day night



Sc. 16 Pnl. A Bg. day night



<p>Dialog:</p> <p>(F) → sorry about the spaghetti though.</p>	<p>(J:) man, don't worry about that.</p>
<p>Action:</p>	<p>(2) (3) (4)</p>
<p>Timing:</p>	

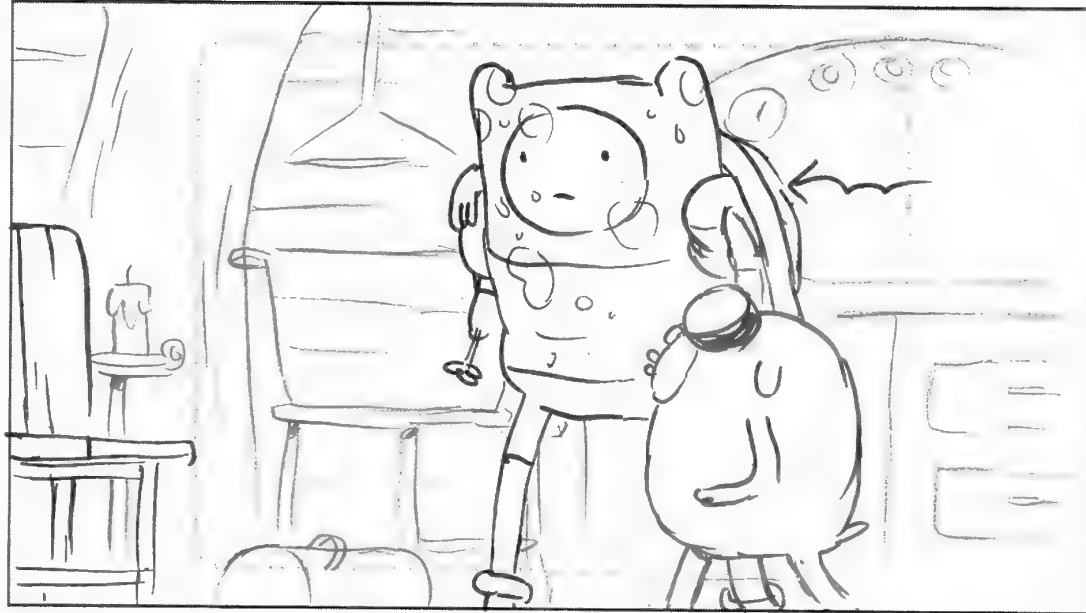
EPISODE # 1025-168 Production :

ADVENTURE TIME

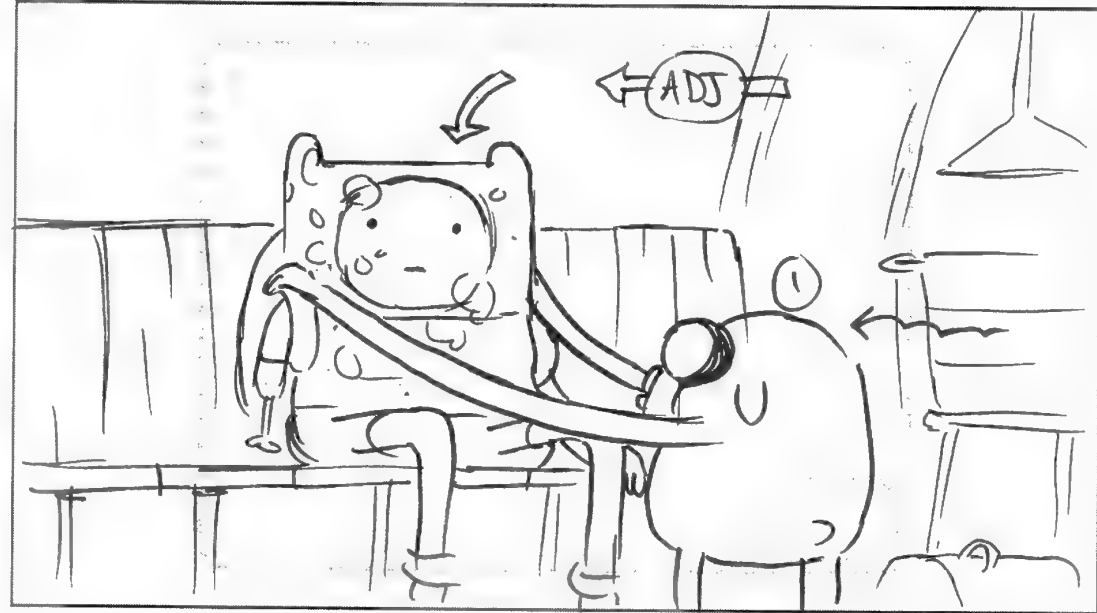


Page 32

Sc. 17 Pnl. A Bg. day night



Sc. 17 Pnl. B Bg. day night



Dialog: (J:) You just went through some outrageous beeswax ————— with losing your favorite arm an etcetera.

Action:

Timing:



EPISODE #

1025-168

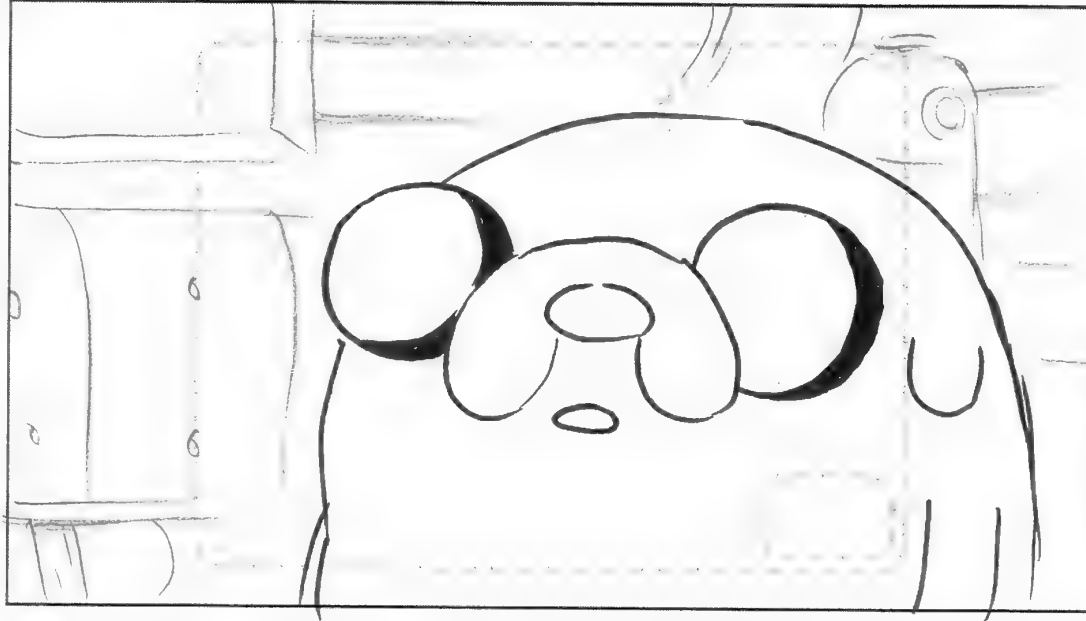
Production :

ADVENTURE TIME

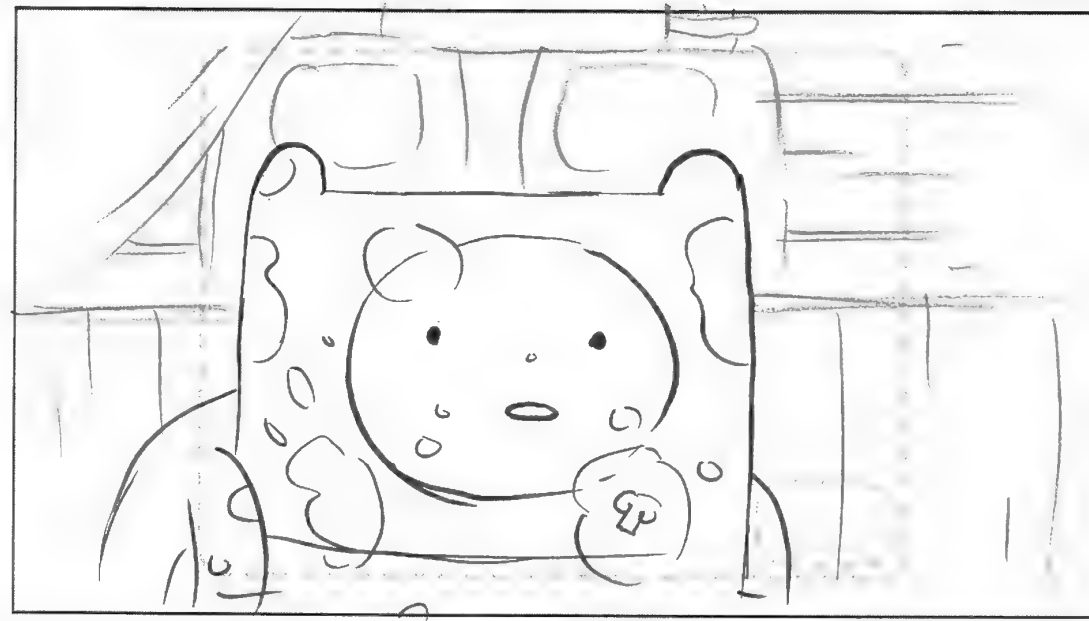


Page 33

Sc. 18 Pnl. A Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:	<p>(J) You can't expect to just bounce right back to normal.</p> <p>(F:) I can't?</p>
Action:	
Timing:	

EPISODE # 1025-168

Production :

ADVENTURE TIME

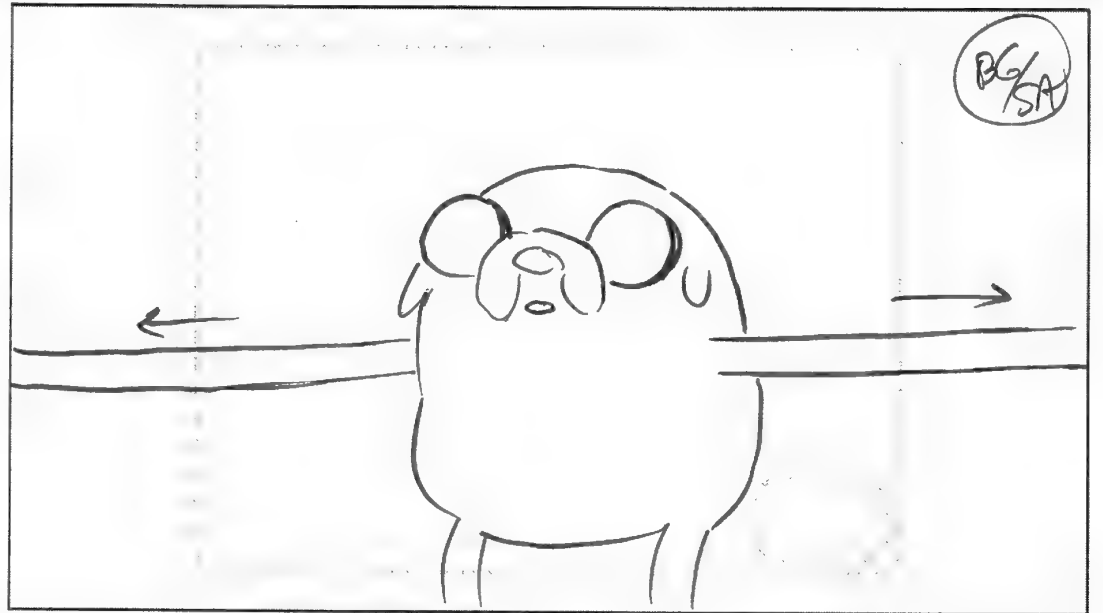


Page 34
day night

Sc. 20 Pnl. A Bg. day night



Sc. 20 Pnl. B Bg. day night

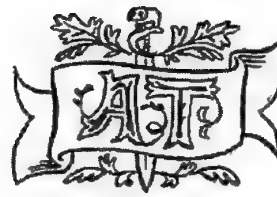


Dialog:	(J) nah, man, listen: →	All these princesses, →
Action:		
Timing:		

EPISODE # 1025-168

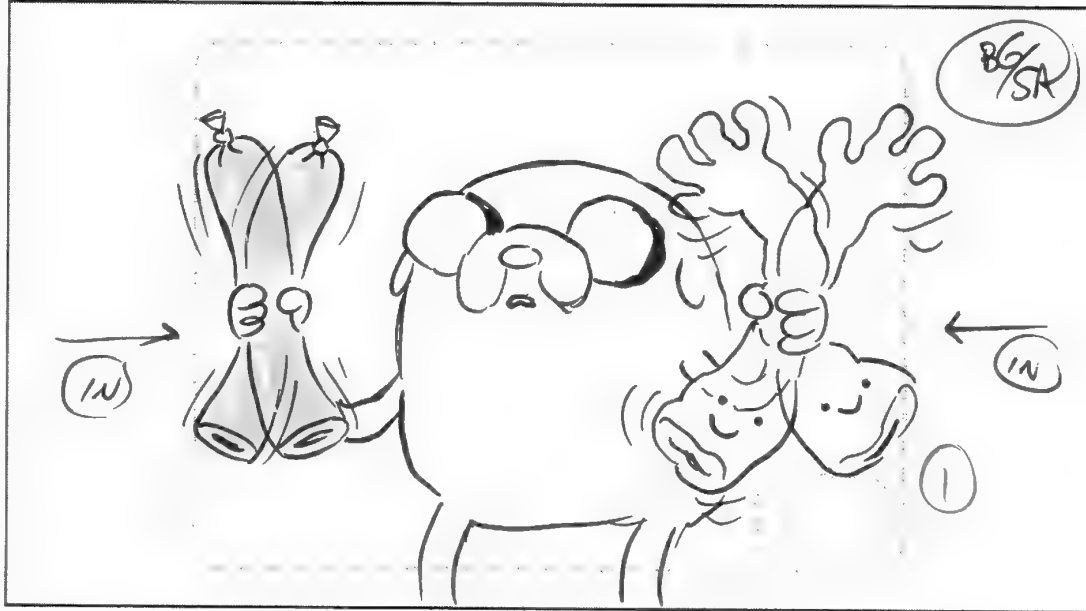
Production :

ADVENTURE TIME



Page 35

Sc. 20 Pnl. C Bg. day night



Sc. 20 Pnl. D Bg. day night



Dialog:	→ donating all these gross fake arms. They mean well, → (ALT) bringing over all these "
Action:	- Rubbery arms wobble then settle
Timing:	

EPISODE # 1025-168

Production :

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ADVENTURE TIME

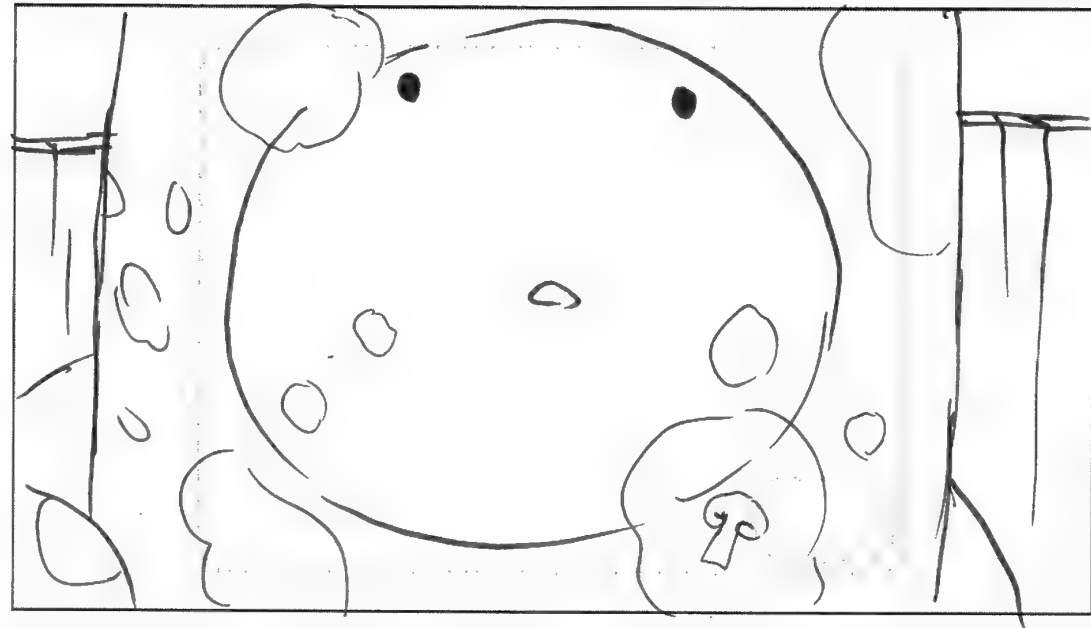


Page 36

Sc. 20 Pnl. E Bg. day night



Sc. 21 Pnl. A Bg. day night

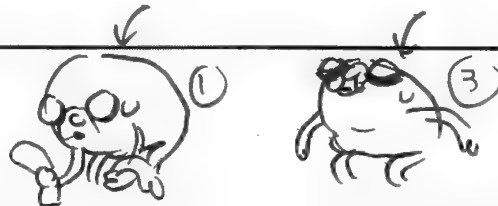


Dialog: (J) but they're throwing you →

(J) (OS) → off your game.

(SFX): * Bonk klunk crash *

Action:



- Jake hurls the arms at the ceiling.

- Finn watches the arms fall

Timing:

EPISODE #

1025-168

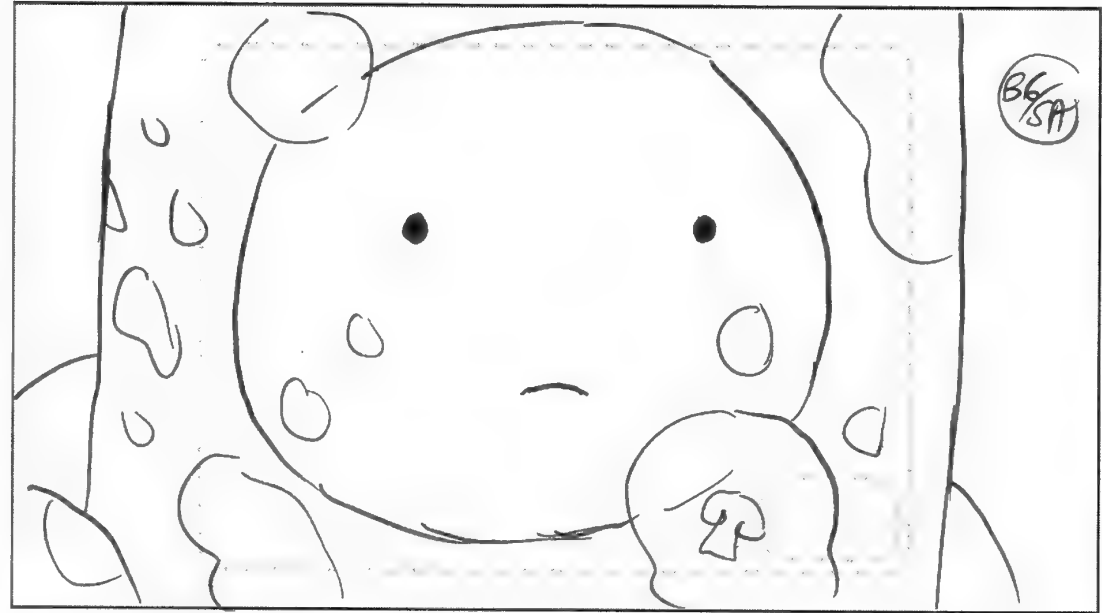
Production :

ADVENTURE TIME



Page 37

Sc. 21 Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night

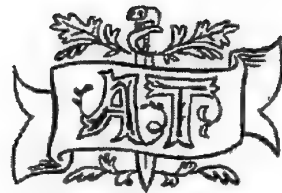


<p>Dialog: (JCS) You gotta go at your <u>own</u> pace.</p> <p>Action:</p> <p>Timing:</p>	<p>(J:) If you listen deep →</p> 
--	--

EPISODE # 1025-168

Production :

ADVENTURE TIME

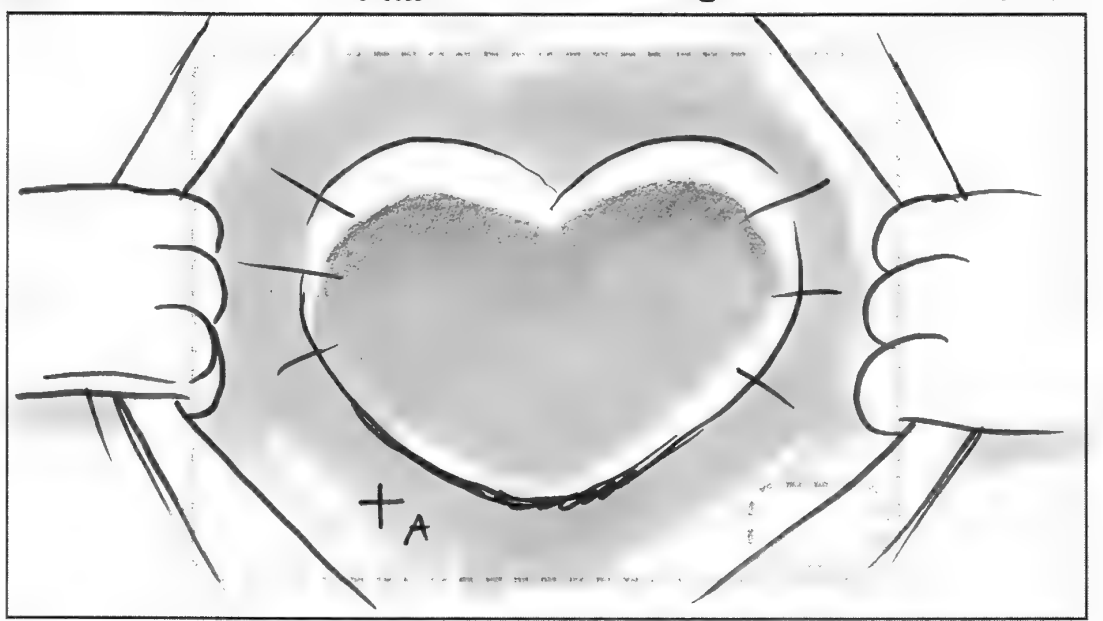


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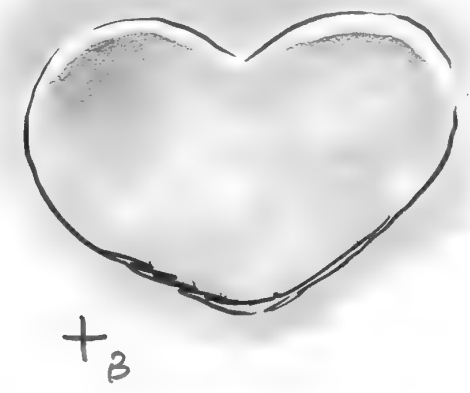
Sc. 22 Pnl. B Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	→ in your melon-heart, → that's where the real instructions are. →
	SFX: th-thump th-thump th-thump
Action:	A B A B A B A - heart beats
Timing:	



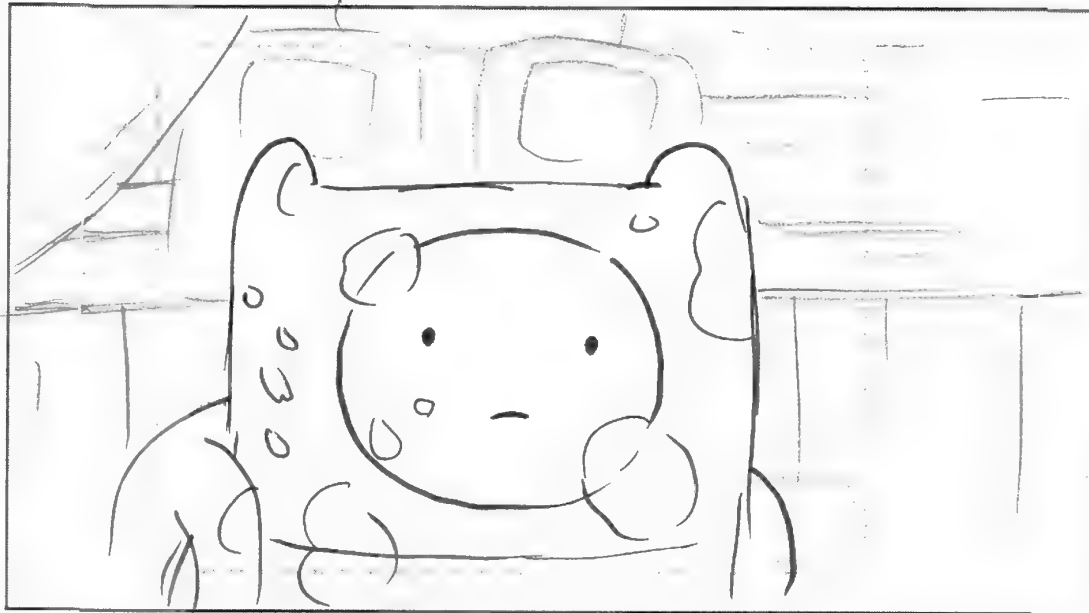
EPISODE # 1025-168
Production :

ADVENTURE TIME

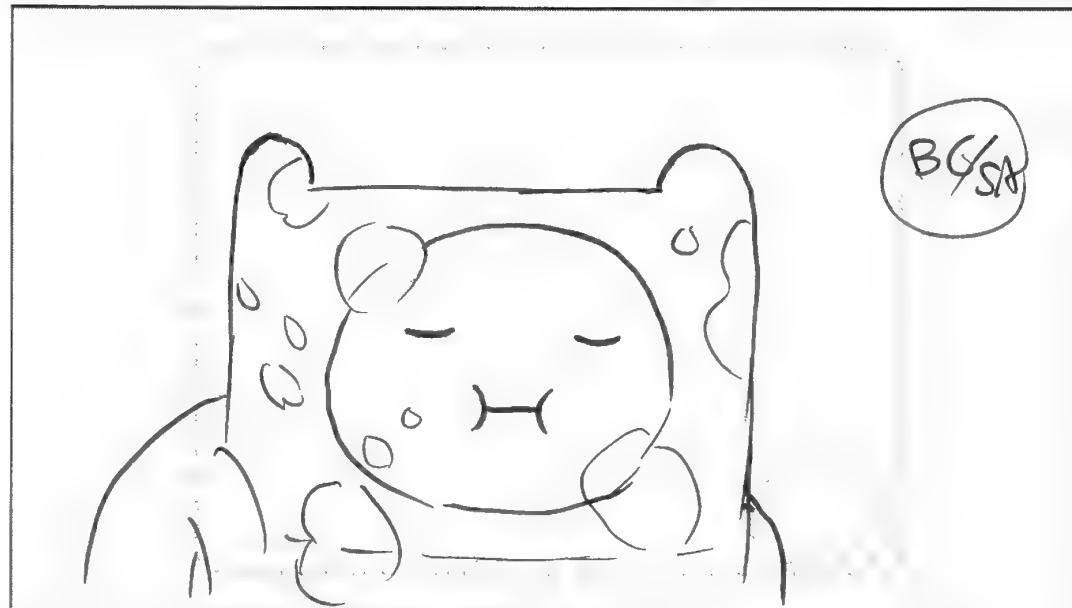


Page 39

Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

SFX: th-thump th-thump

* BEAT *

Action:

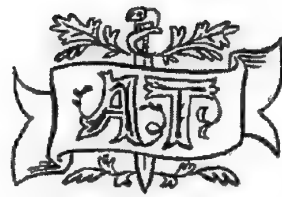
- Finn thinks

Timing:

EPISODE # 1025-168

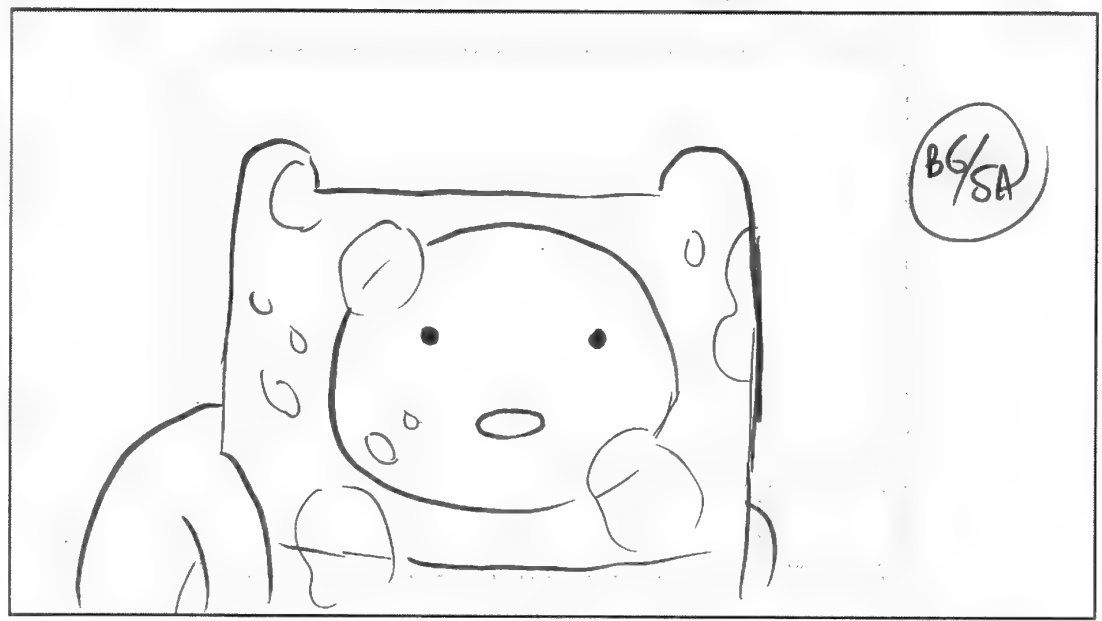
Production :

ADVENTURE TIME



Page 40

Sc. 24 Pnl. C Bg. day night



Sc. 25 Pnl. A Bg. day night

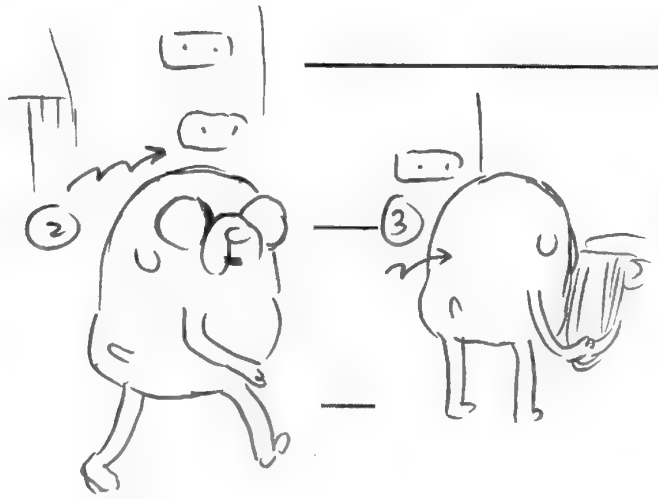


Dialog: (F:) My melon wants to punch my dad in the face and steal his arm.

Action:

Timing:

(J) ① Haha - ② well, ③ those things are bad →



EPISODE # 1025-168

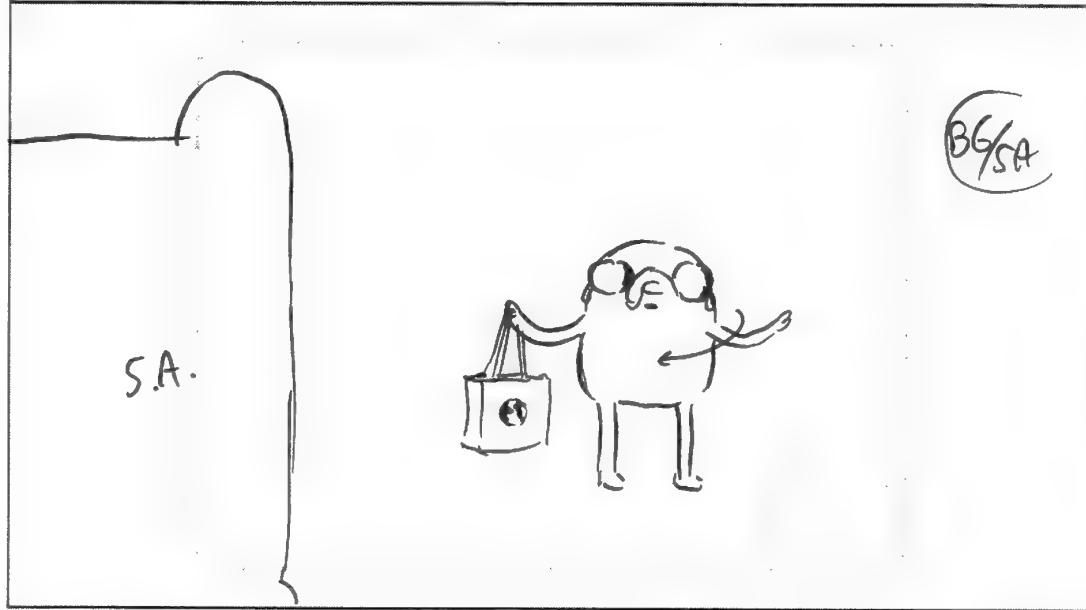
Production :

ADVENTURE TIME

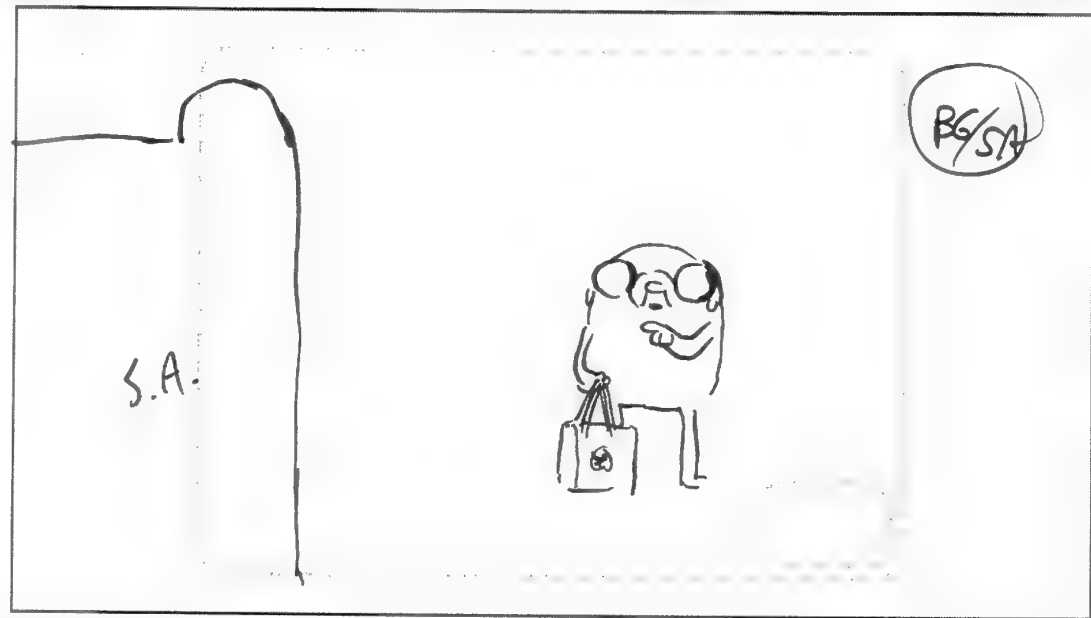


Page 41
day night

Sc. 25 Pnl. B Bg. day night



Sc. 25 Pnl. C Bg. day night



Dialog:

(J:) So they can't be the
real instructions.

Action:

- Jake picks up his tote-bag.

Timing:

(J:) But you keep listenin'!

EPISODE # 1025-168

Production :

ADVENTURE TIME

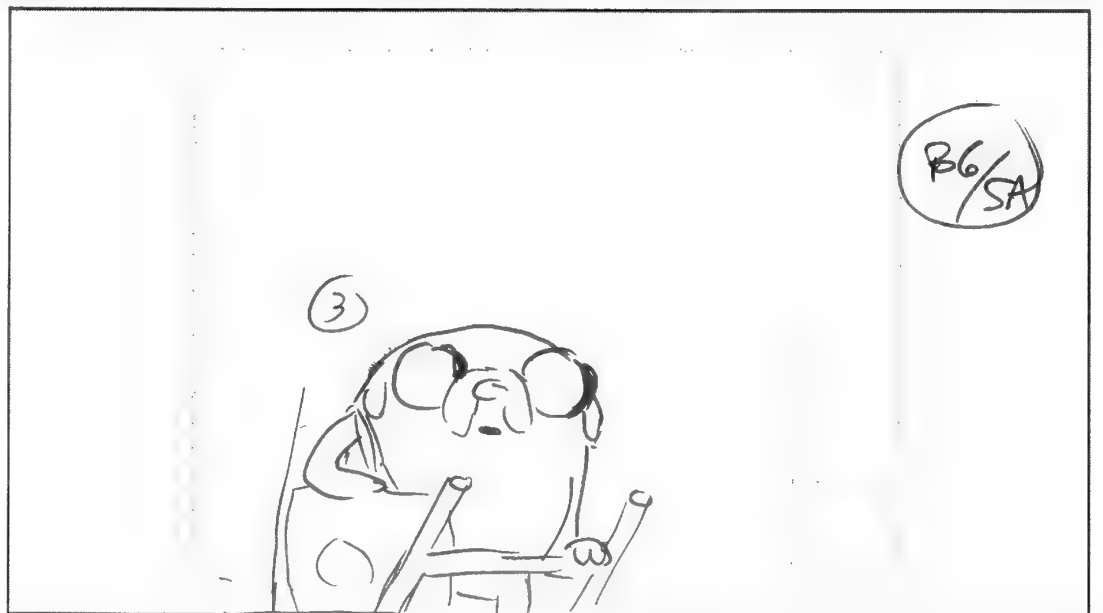


Page 42

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog: (J) (2) Me? (3) I'm gonna go to the spaghetti store & buy a new mop head.



(J) (1) (2) I'll be back soon.
(3) Just remember, →



EPISODE # 1025-168

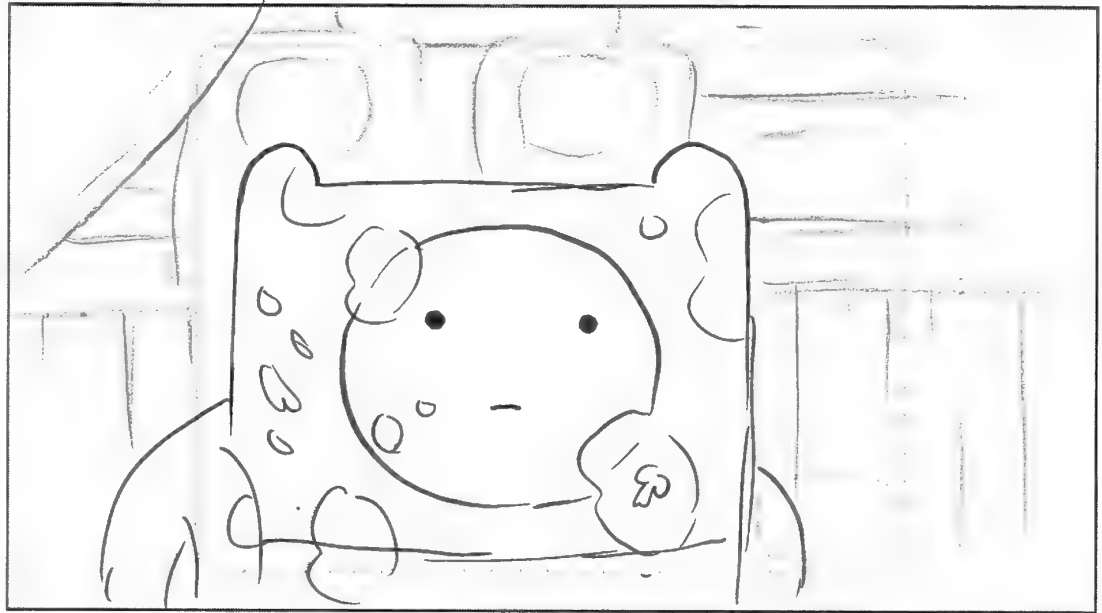
Production :

ADVENTURE TIME



Page 43

Sc. 27 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



WIPE
~~~~~

Dialog: (J)(OS) → listen to your melon-heart. It won't steer you wrong.

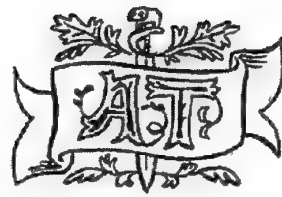
Action:

Timing:

EPISODE # 1025-168  
Production :

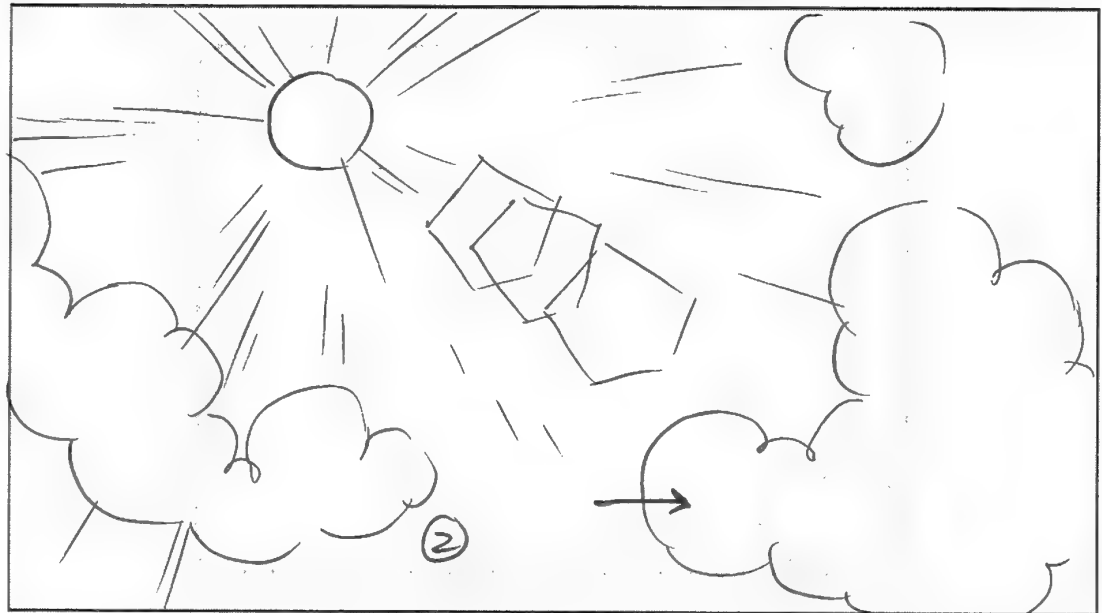
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ADVENTURE TIME

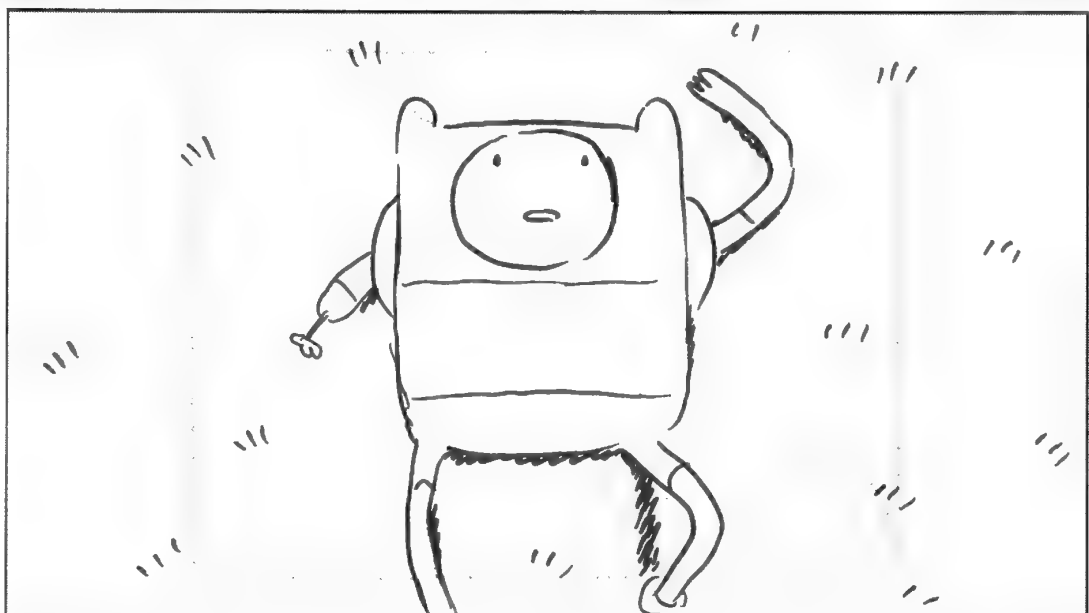


Page 44  
day night

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



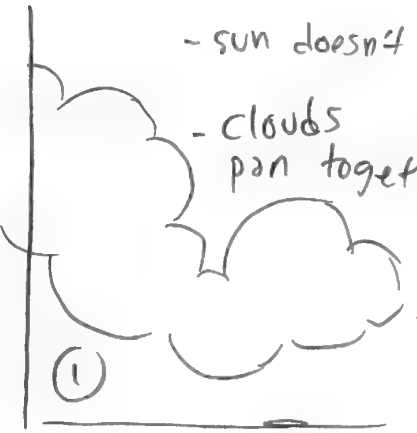
Dialog: (F:) \* sigh \*... melon heart, melon heart. Man, I don't know...

(F:) ① It'd be so easy if I could just go find him.  
② My dad, that is.

Action:

- sun doesn't move  
- clouds pan together

Timing:



EPISODE # 1025-168

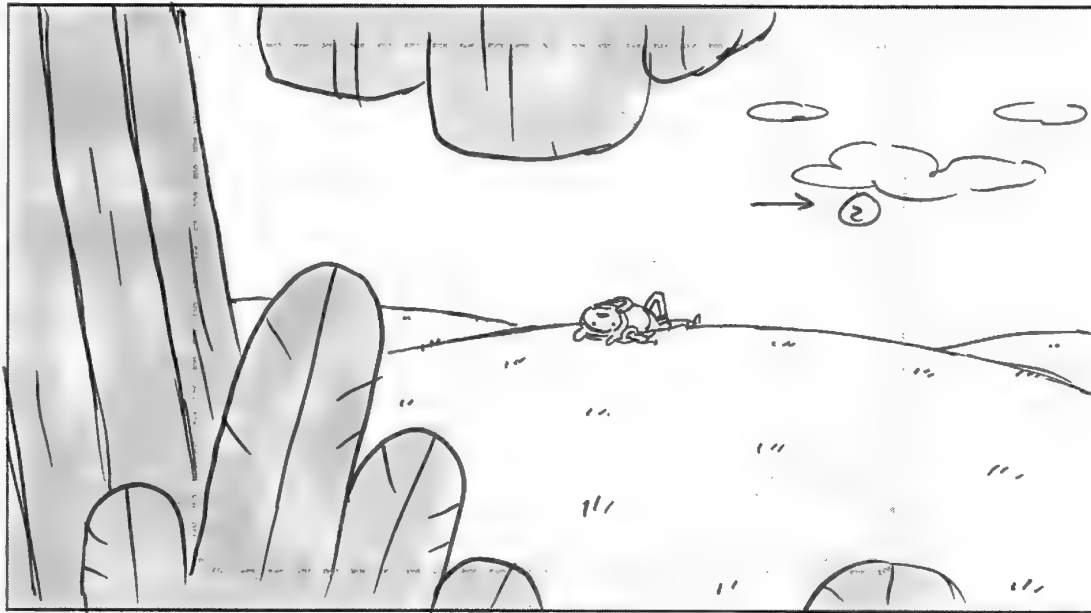
Production :

# ADVENTURE TIME

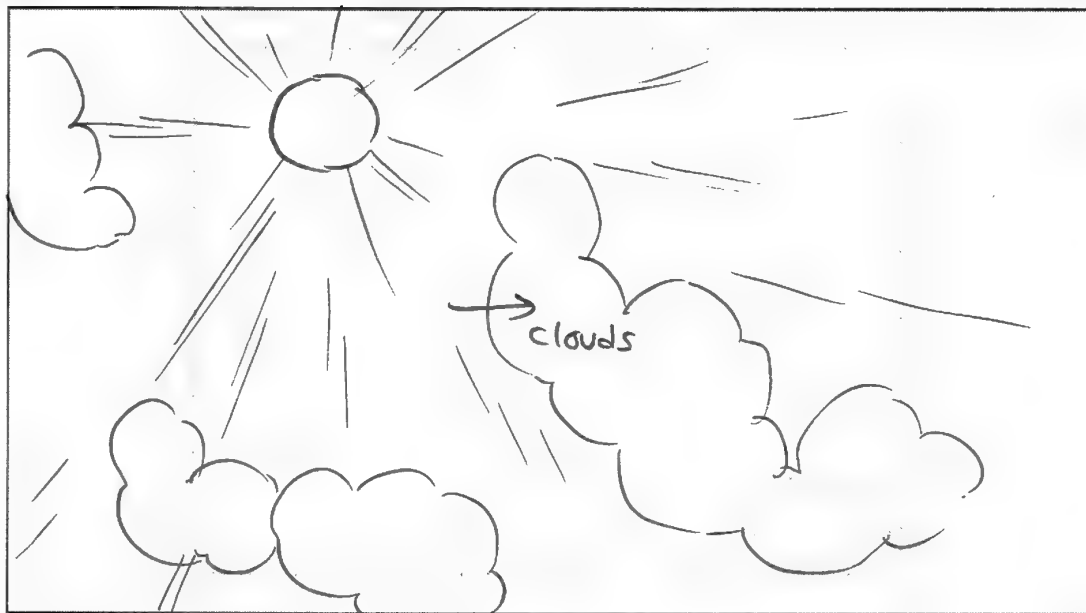


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Sc. 30 Pnl. A Bg. day night



Sc. 31 Pnl. A Bg. day night

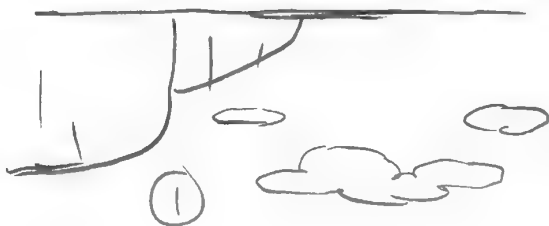


Dialog: (F:) That portal he went through, after ripping off my favorite arm, went right to outer space.

(F)(GS) And outer space is up there somewhere, I'm told.

Action:

Timing:



EPISODE # 1025-168

Production :

ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



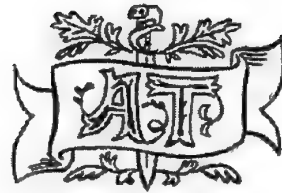
Sc. 32 Pnl. B Bg. day night



|         |                                  |
|---------|----------------------------------|
| Dialog: | (F:) maybe... banana man could → |
| Action: |                                  |
| Timing: |                                  |

EPISODE # 1025-168

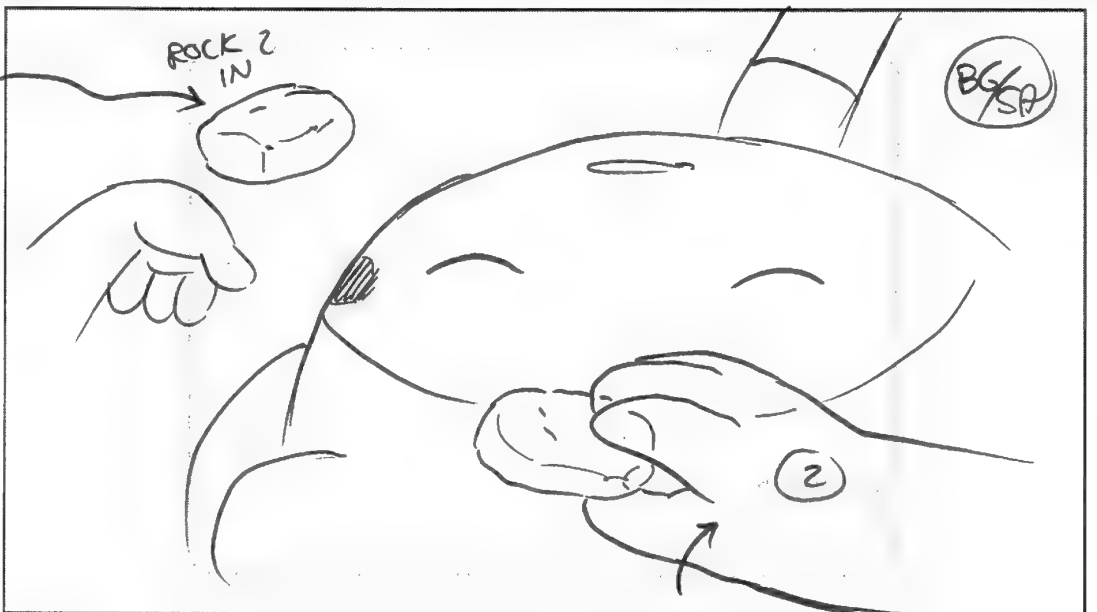
ADVENTURE TIME




Sc. 32 Pnl. C Bg. day night



Sc. 32 Pnl. D Bg. day night



|         |                                                |                                                                                      |
|---------|------------------------------------------------|--------------------------------------------------------------------------------------|
| Dialog: | (F) → help me build a rocket or something, →   |                                                                                      |
| Action: | ①: spirit arm manifests<br>②: arm catches rock |  |
| Timing: |                                                |                                                                                      |

EPISODE # 1025-168

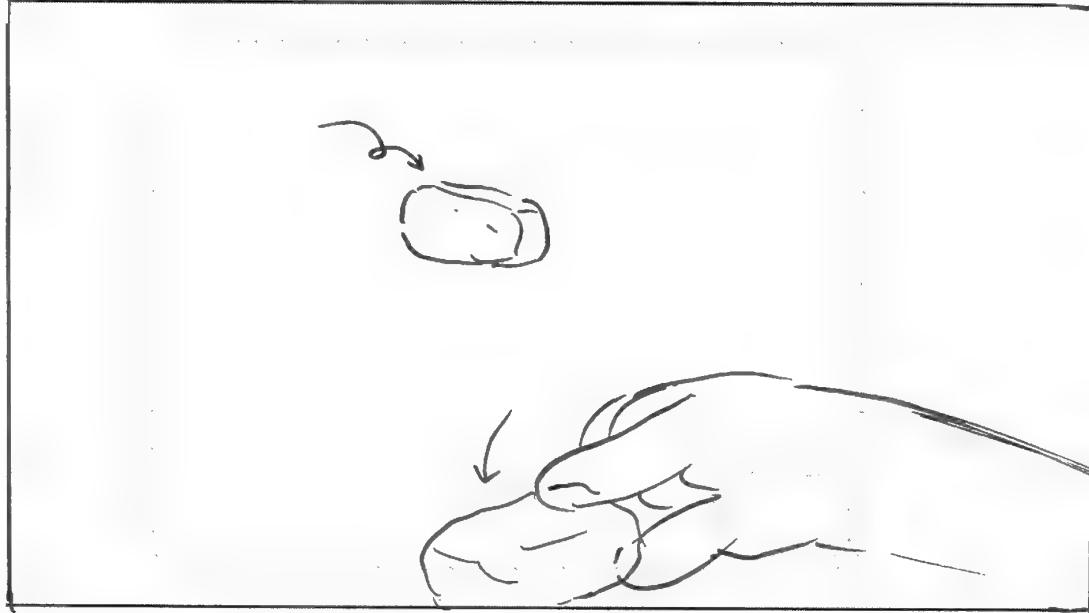
Production :

# ADVENTURE TIME

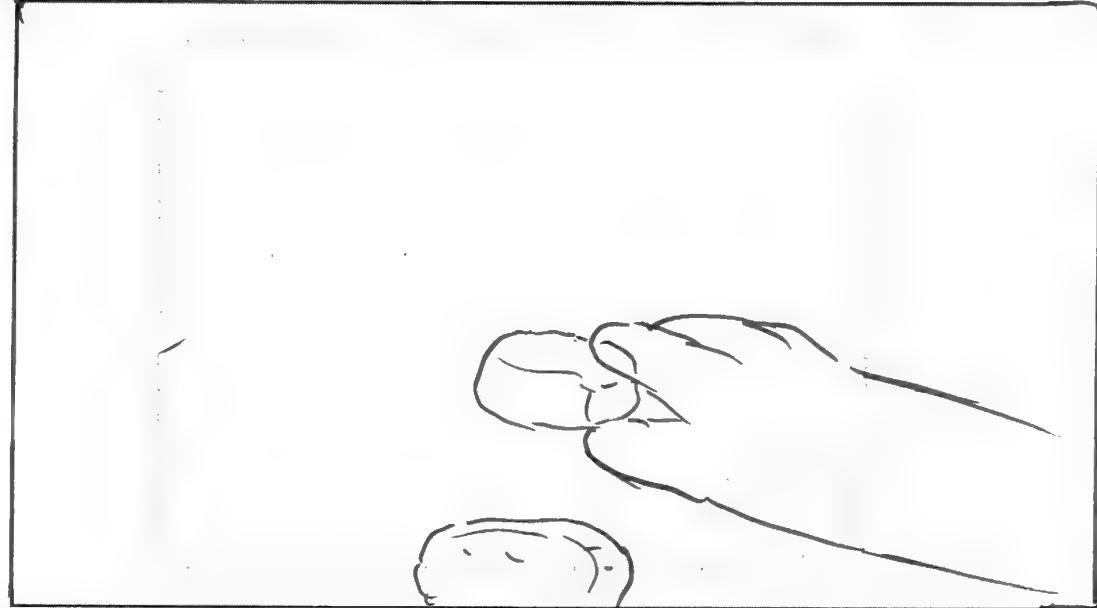


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Sc. 32 Pnl. E Bg. day night



Sc. 32 Pnl. F Bg. day night



Dialog:

→ or some stairs or something something →

Action:

- Finn's spirit arm stacks rocks

Timing:

EPISODE #

1025-168

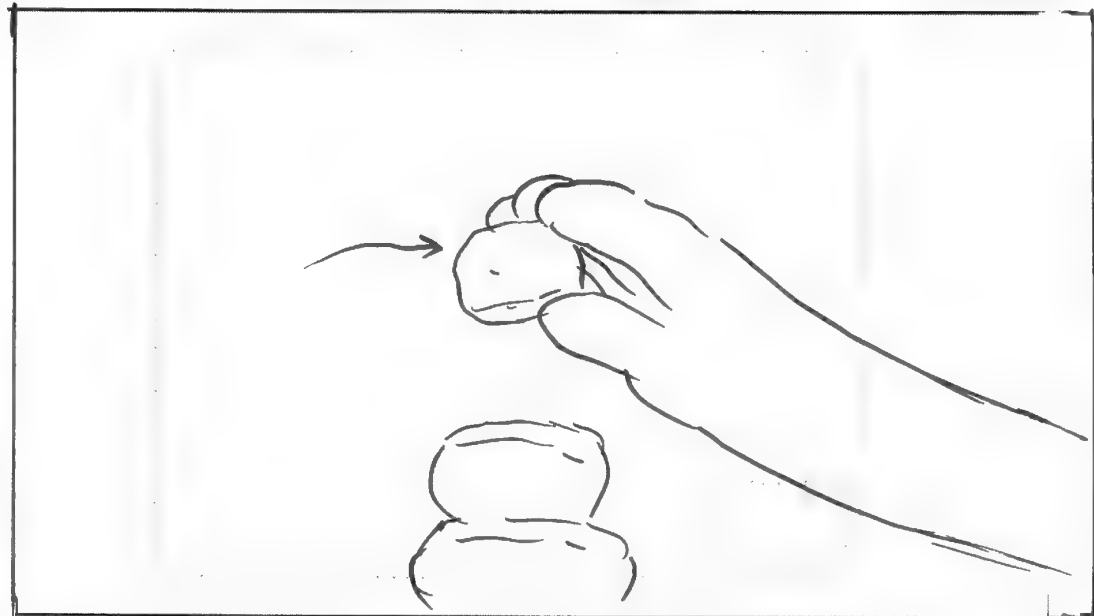
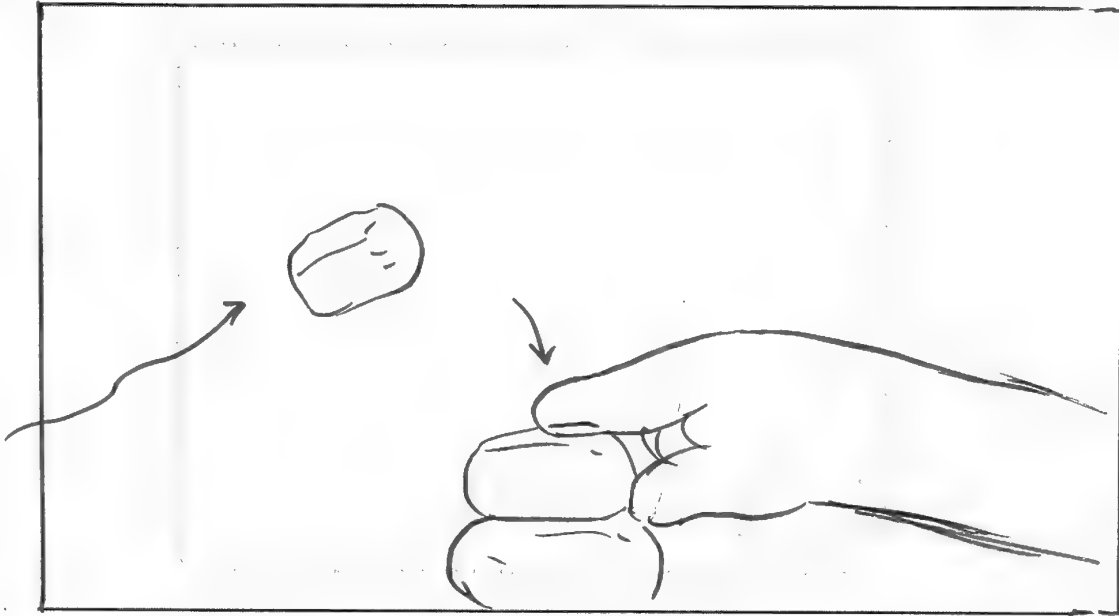
Production :

ADVENTURE TIME



Sc. 32 Pnl. 6 Bg. day night Sc. 32 Pnl. 11 Bg. day night

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Dialog: → something. → or... →

Action:

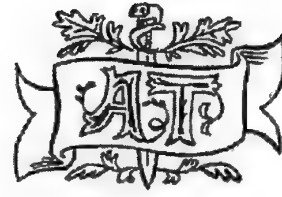
Timing:

EPISODE #

1025-168

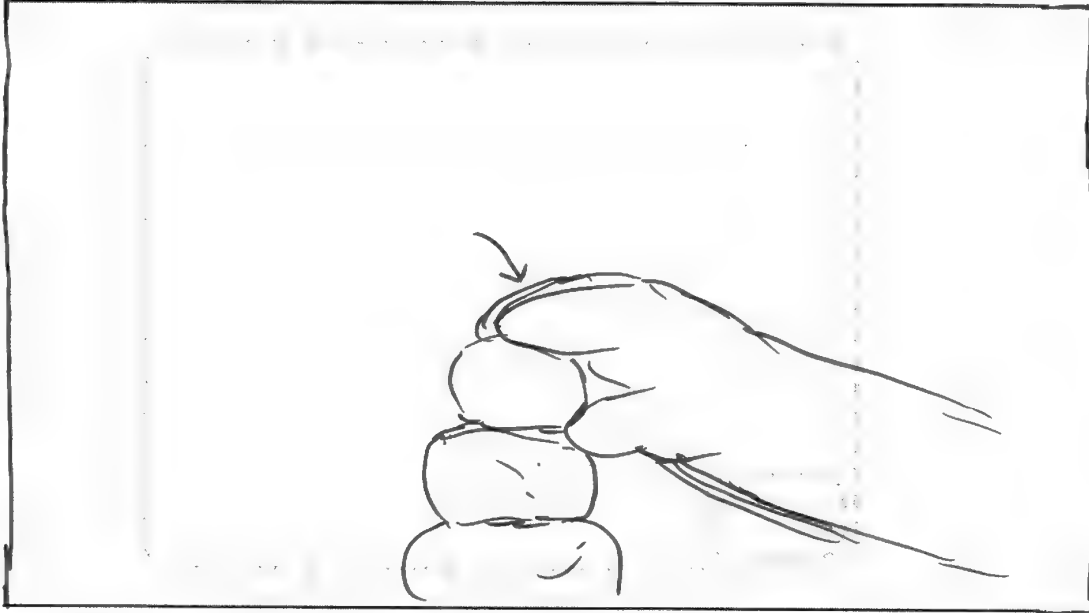
Production :

ADVENTURE TIME

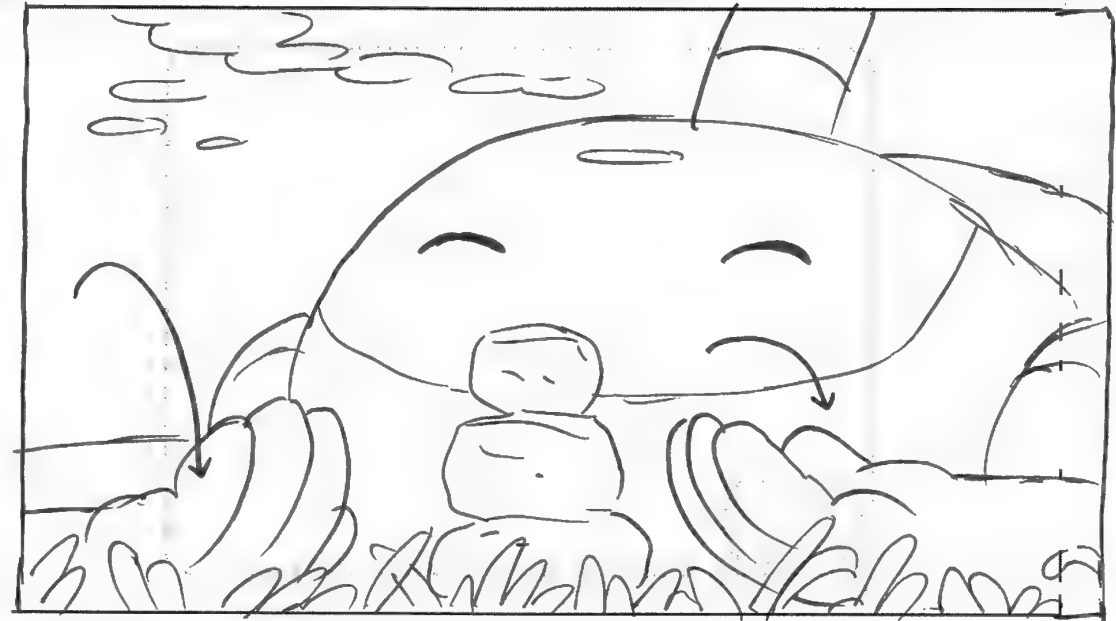


Page 50

Sc. 32 Pnl. I Bg. day night



Sc. 32 Pnl. J Bg. day night



|         |
|---------|
| Dialog: |
| → or... |
| Action: |
| Timing: |

EPISODE #

1025-168

Production :

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day night

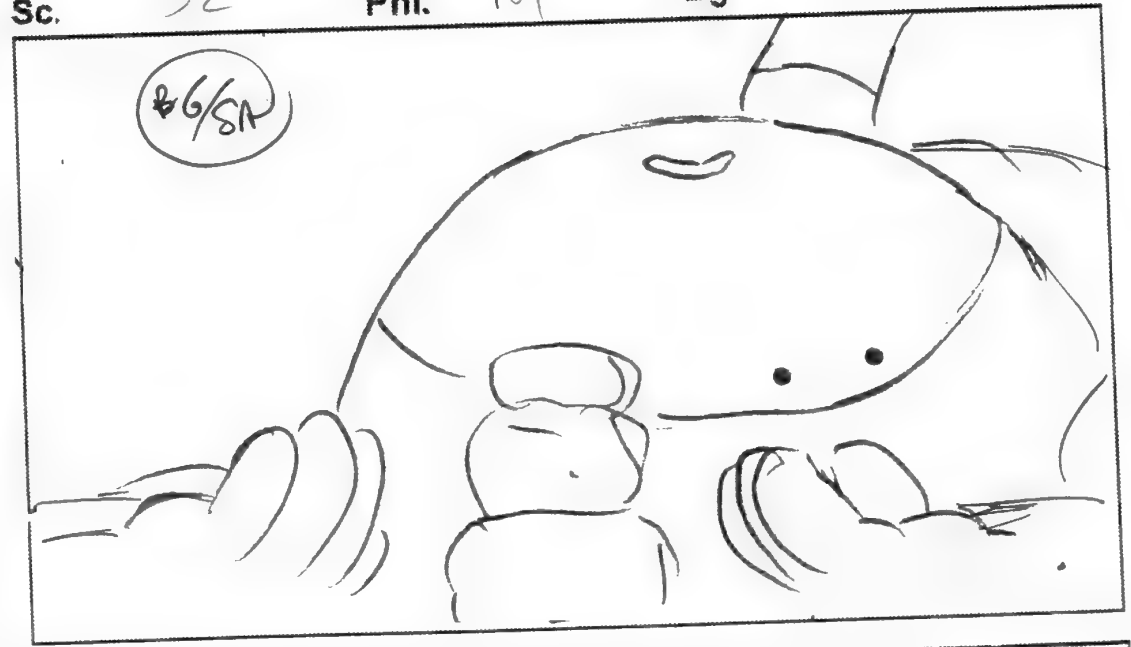
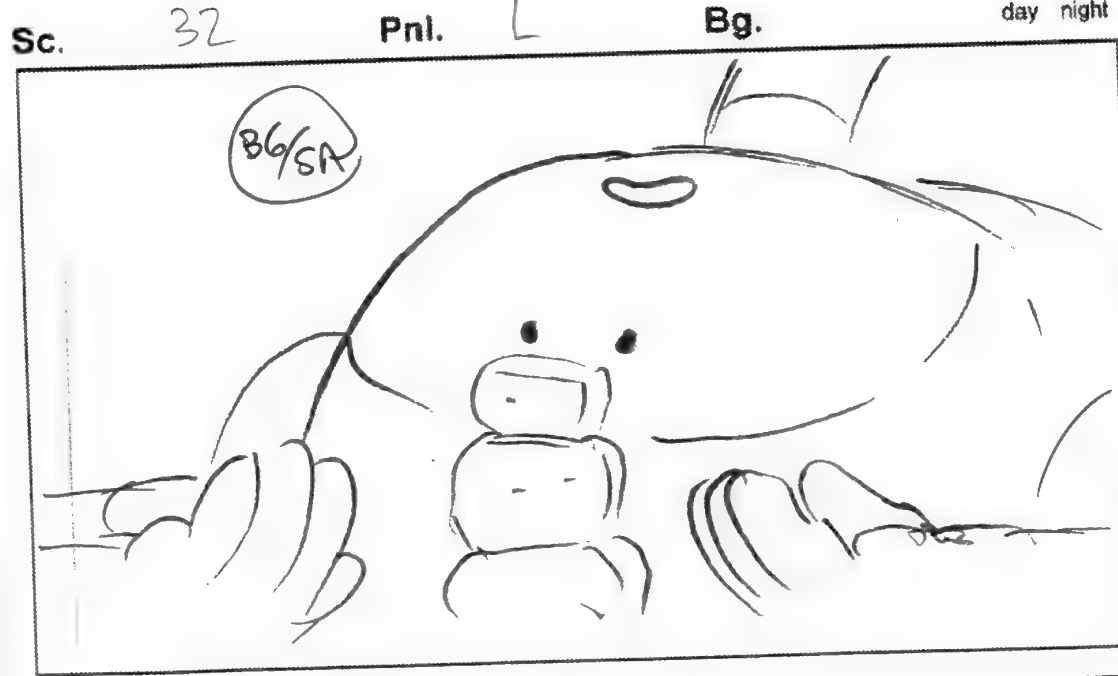


day night



→ or ...

**Production :**



Dialog:

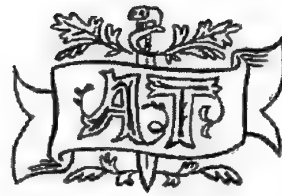
Action:

Timing:

EPISODE # 1025-168

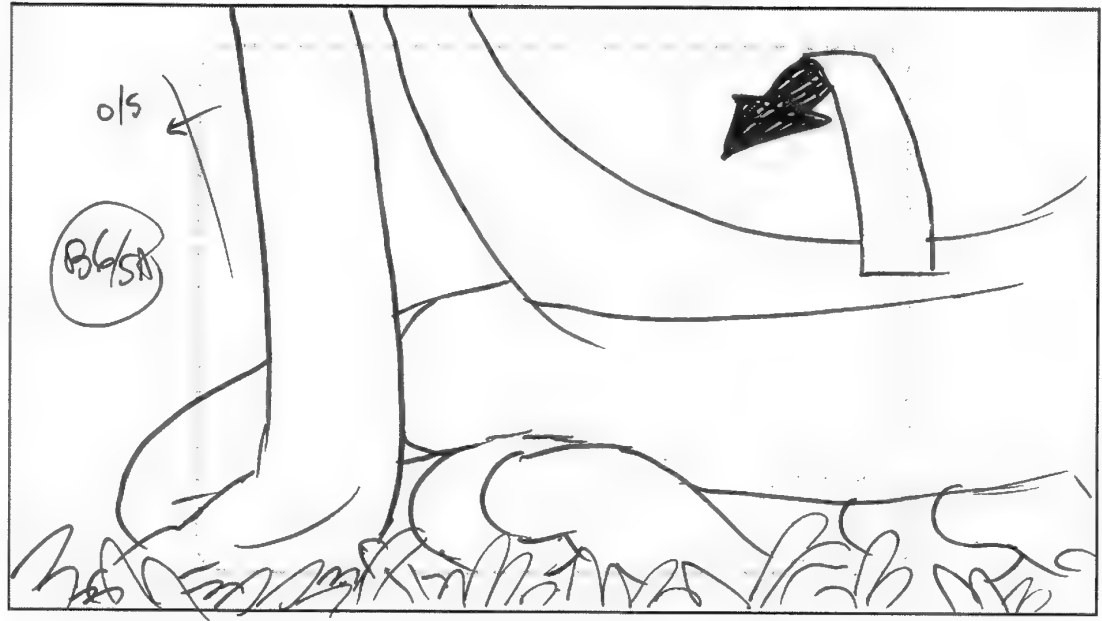
Production :

# ADVENTURE TIME

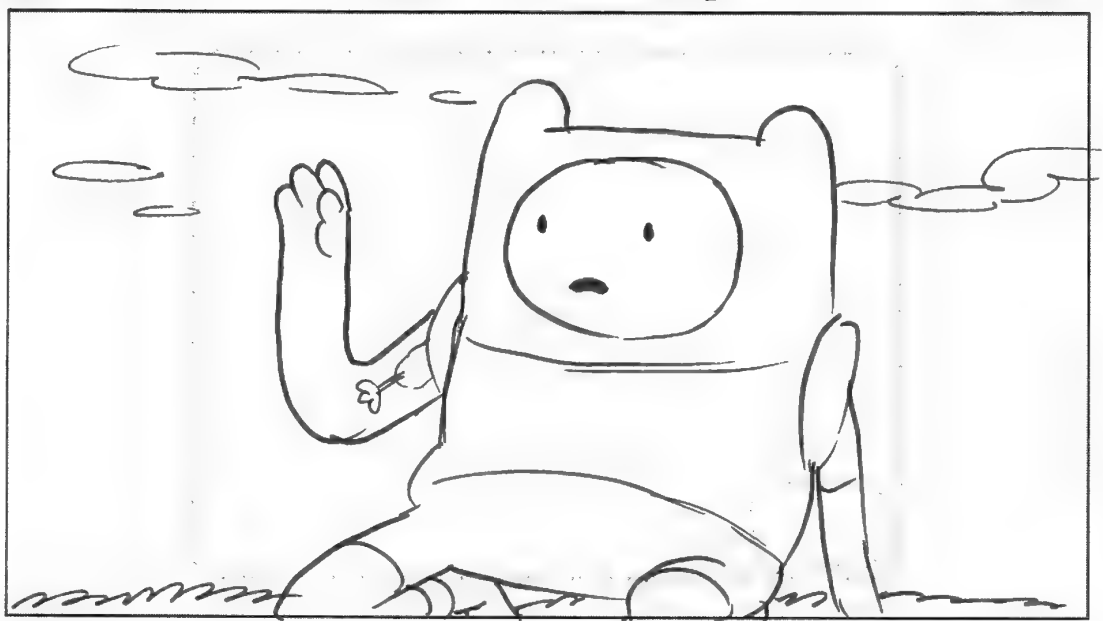


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Sc. 32 Pnl. N Bg. day night



Sc. 33 Pnl. A Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME



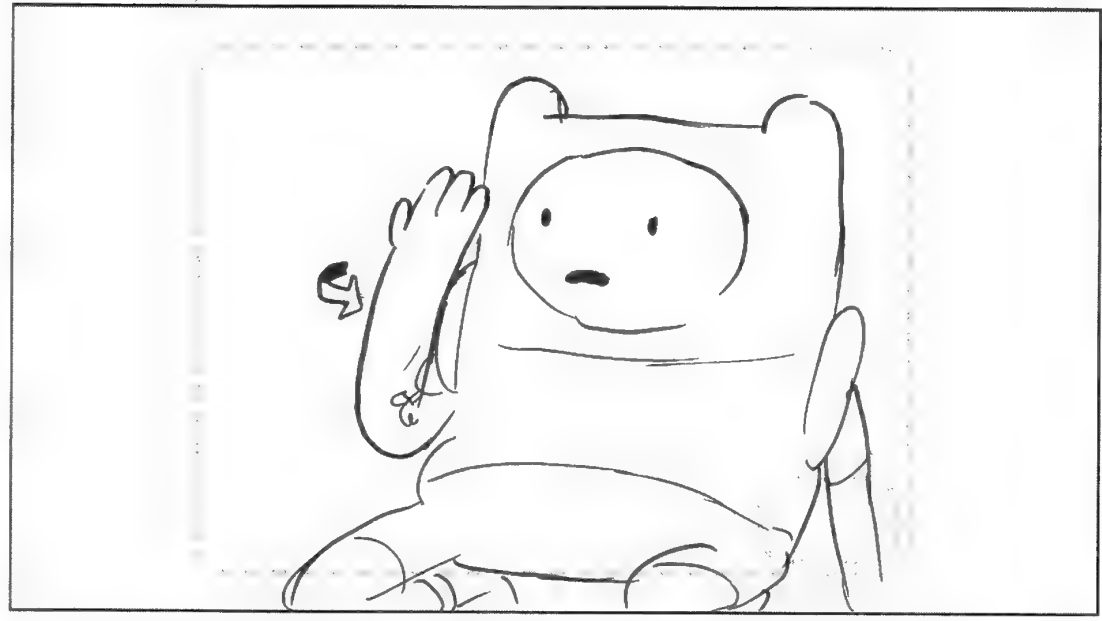
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Sc. 33

Pnl. B

Bg.

day night

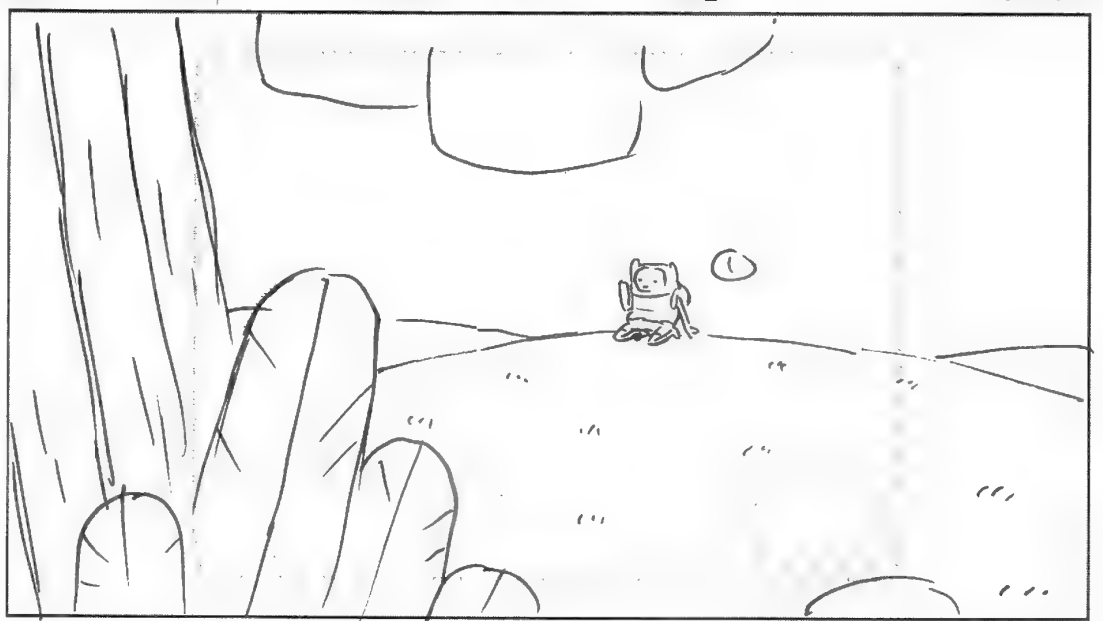


Sc. 34

Pnl. A

Bg.

day night



Dialog:

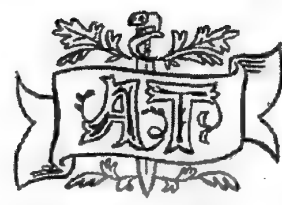
Action: -Finn looks around, and sees he's alone.

Timing:



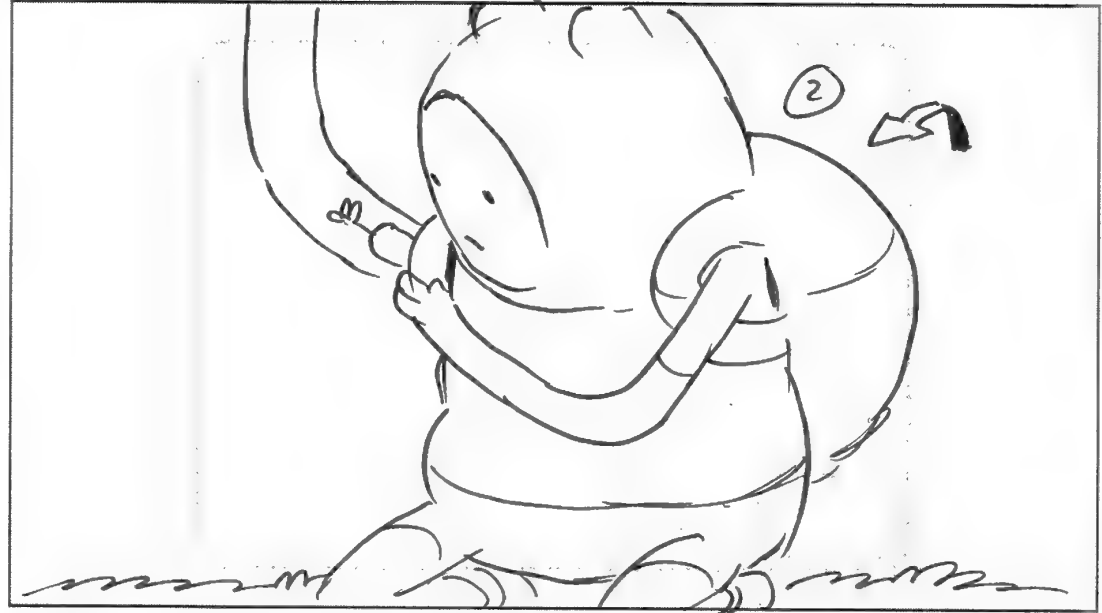
EPISODE # 1025-168

# ADVENTURE TIME

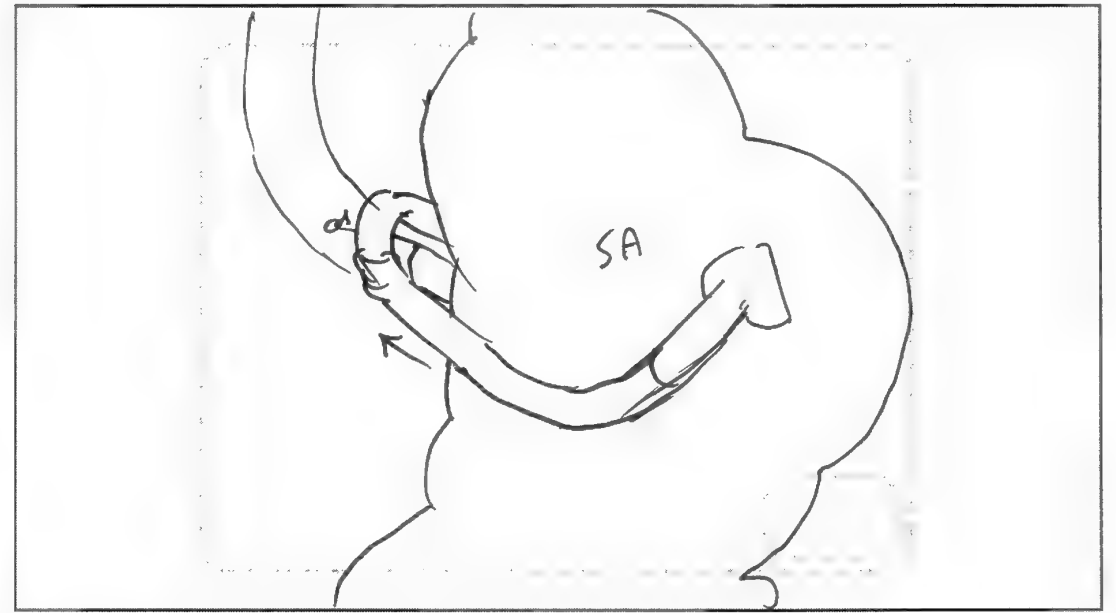


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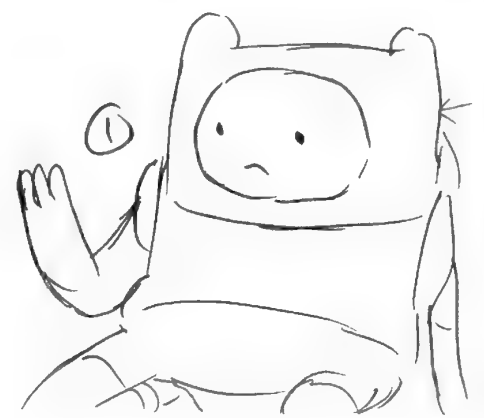
Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



|         |  |
|---------|--|
| Dialog: |  |
| Action: |  |
| Timing: |  |



needs enlarging

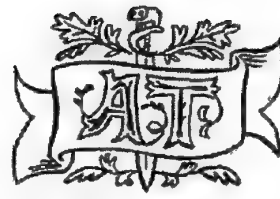
- Finn pulls back his backpack strap

EPISODE #

1025-168

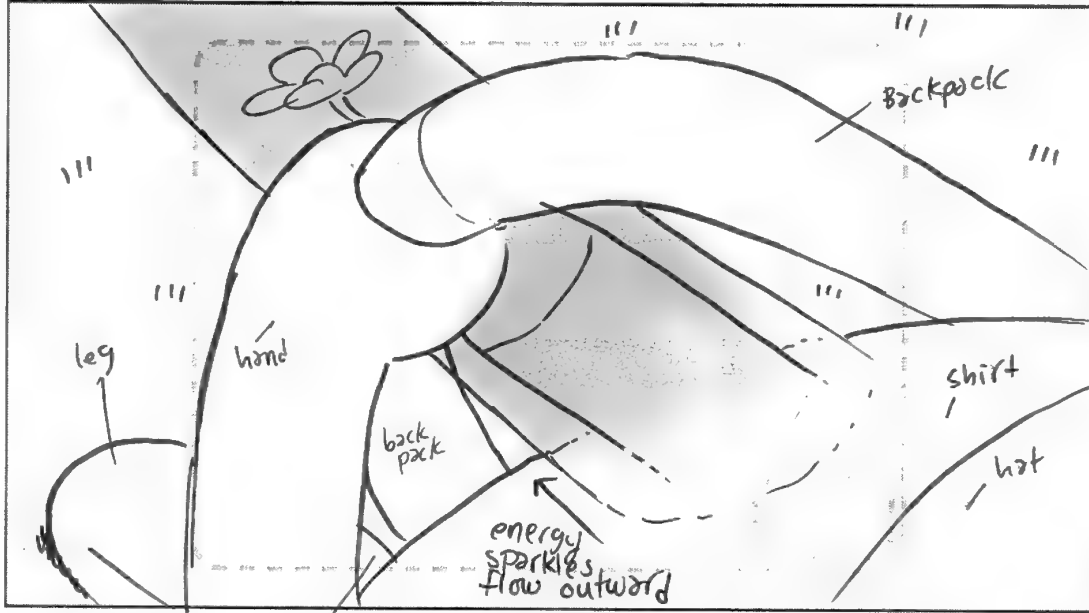
Production :

# ADVENTURE TIME

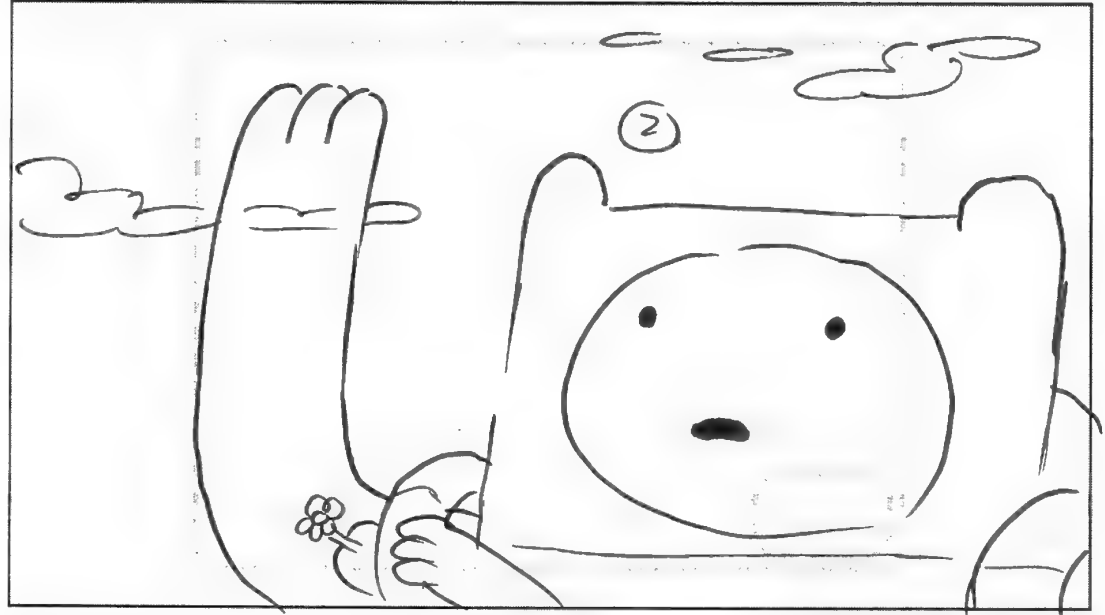


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Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

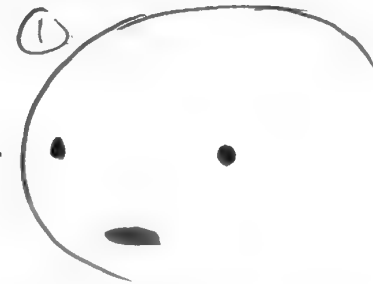
shorts

① wow -  
② it's like a, like a, like a...

Action:

- Energy sparkles emanate from Finn's body.

Timing:



EPISODE #

1025-168

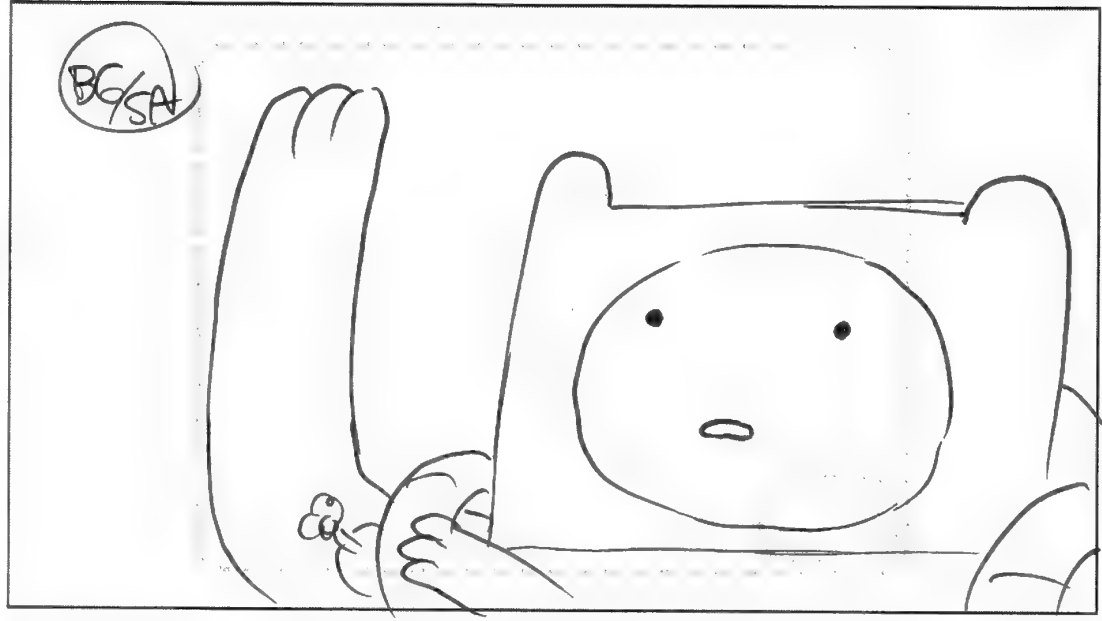
Production :

# ADVENTURE TIME

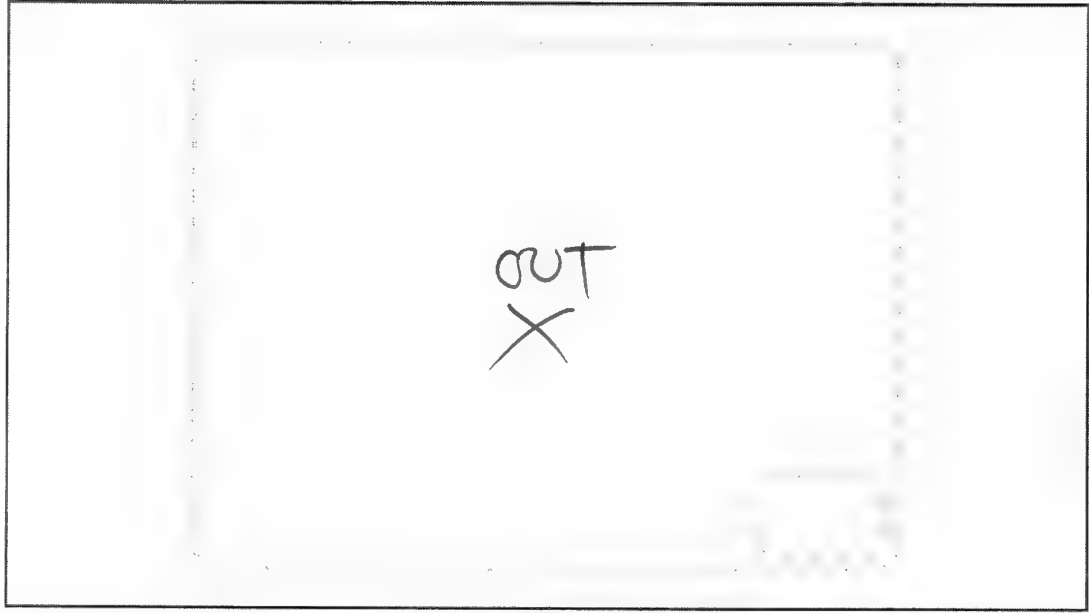


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Sc. 37 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



|                               |
|-------------------------------|
| Dialog:                       |
| (F:) → like a magic Finn arm. |
| Action:                       |
| Timing:                       |

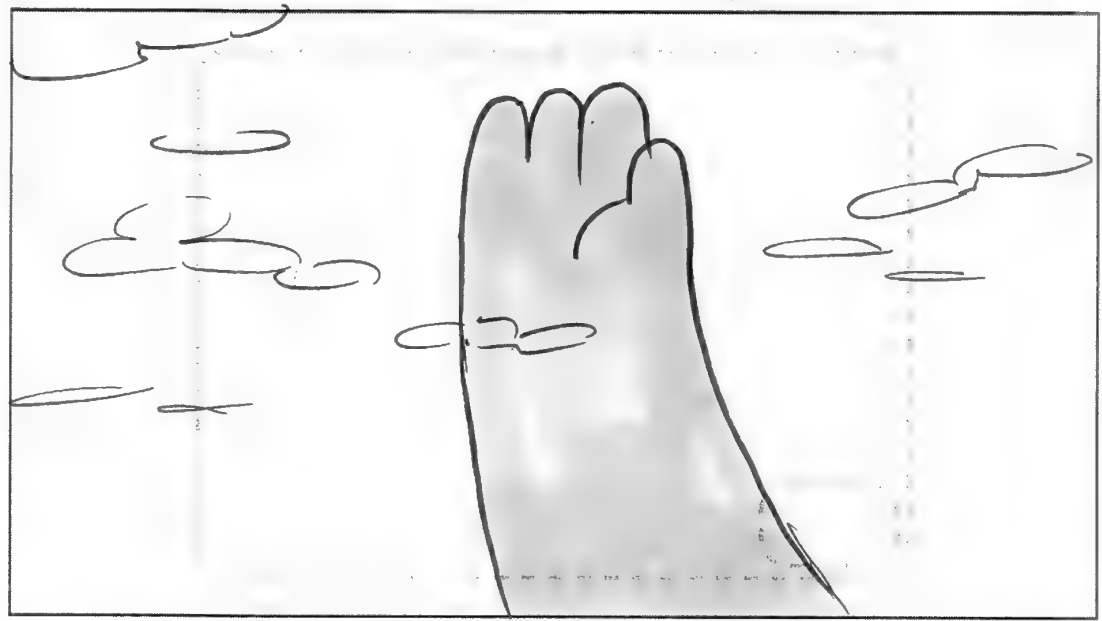
EPISODE # 1025-168

Production :

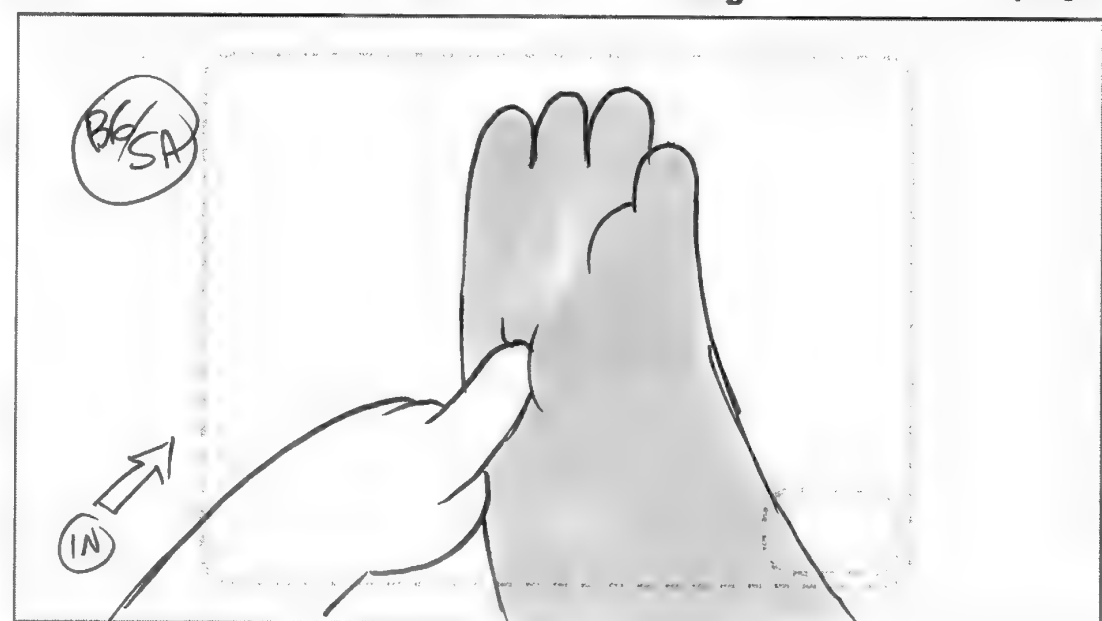
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 38 Pnl. B Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE #

Production :

1025-168

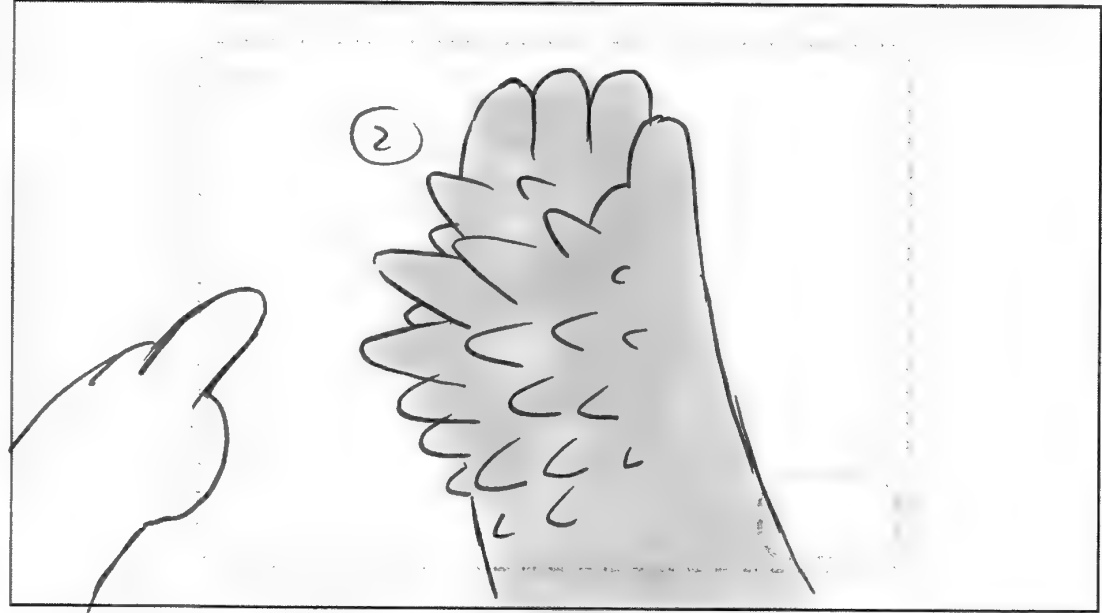


# ADVENTURE TIME

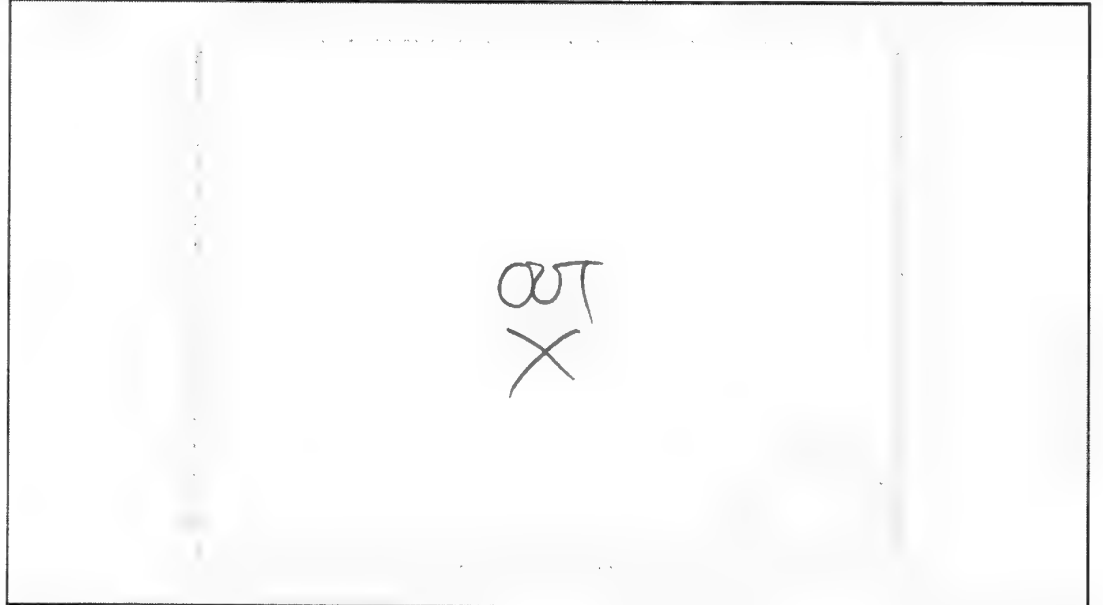


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Sc. 38 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - Spikes emerge slightly staggered, centered around spot Finn touched.

Timing:



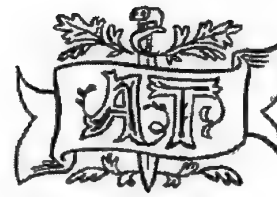
← spikes should be rubbery - lots of overshoot

EPISODE #

1025-168

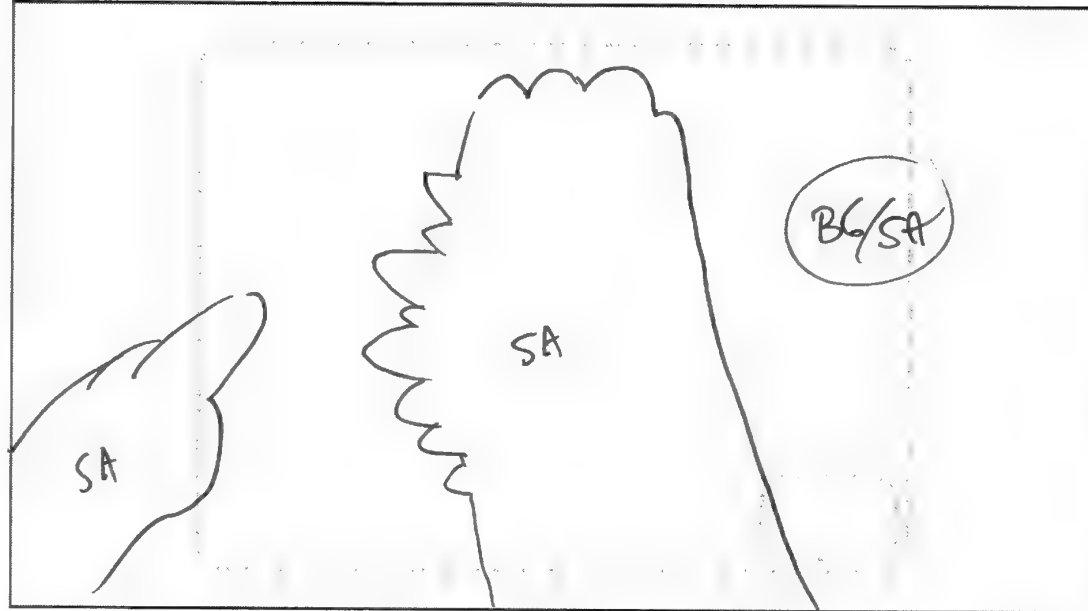
Production :

# ADVENTURE TIME

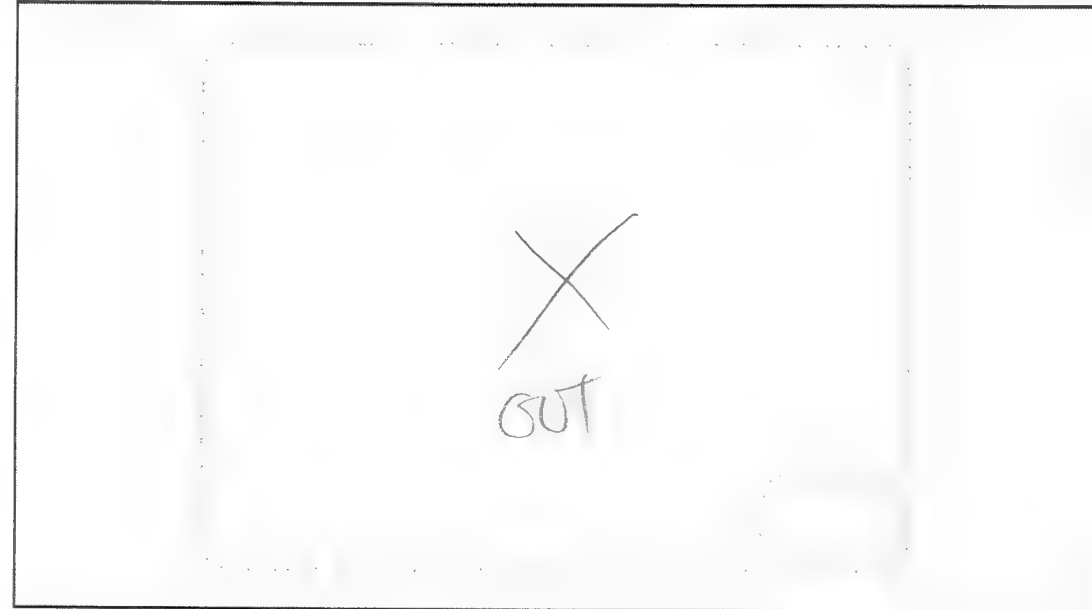


Page 60

Sc. 38 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BEAT

Action:

Timing:

EPISODE #

1025-168

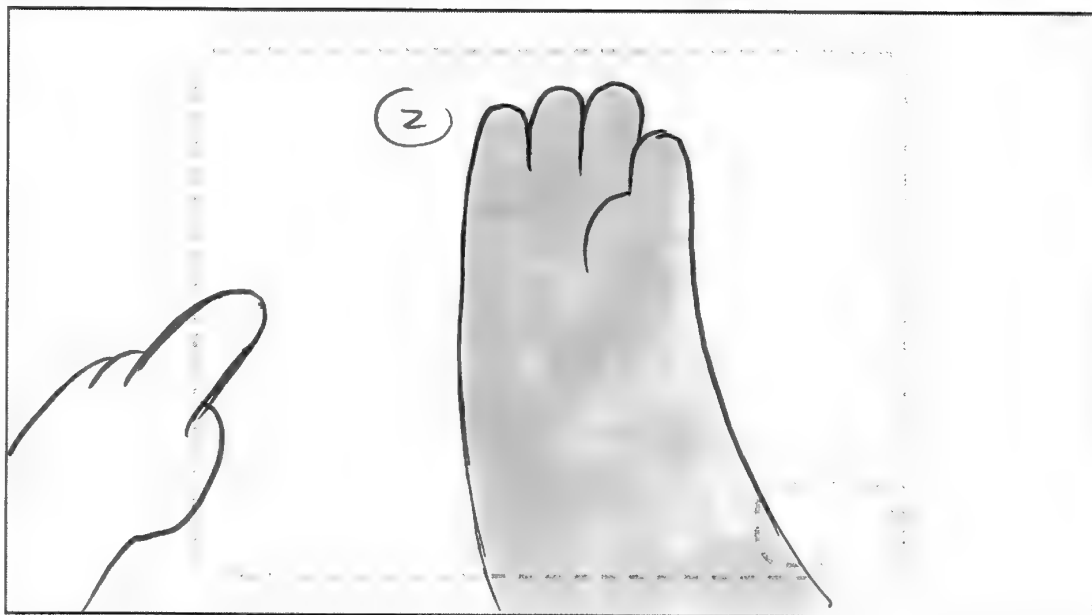
Production :

# ADVENTURE TIME

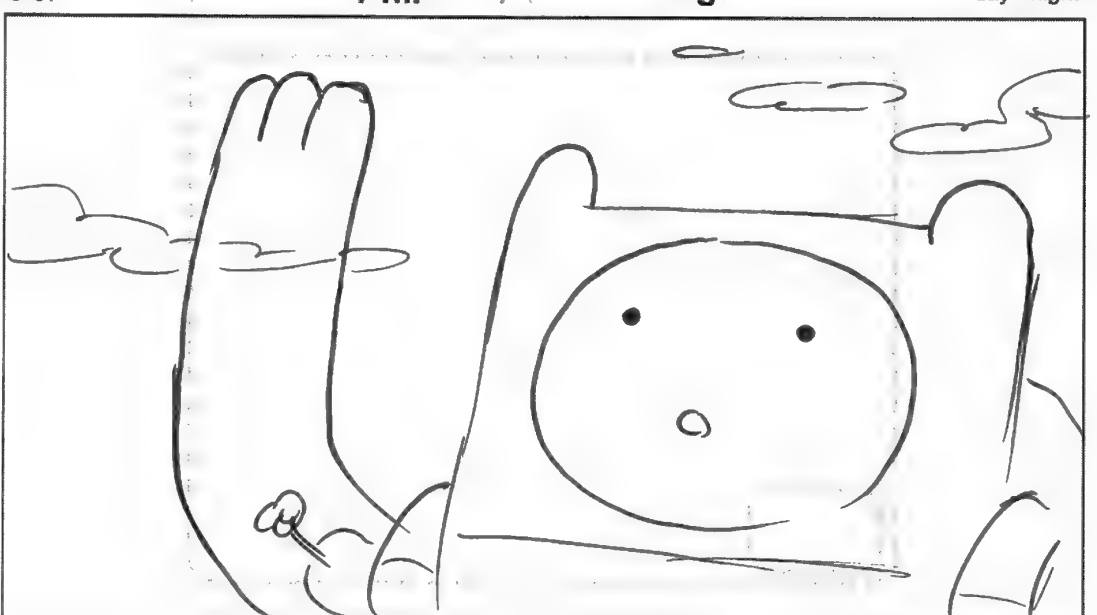


Page 61

Sc. 38 Pnl. E Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

Action:

Timing:



(\$:) Ooo - she's powerful...



- Spikes retract.

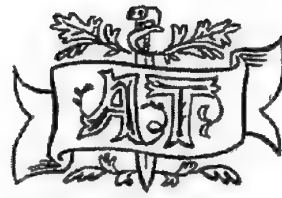
spikes overshoot into hand, then bounce back?

EPISODE #

1U25-168

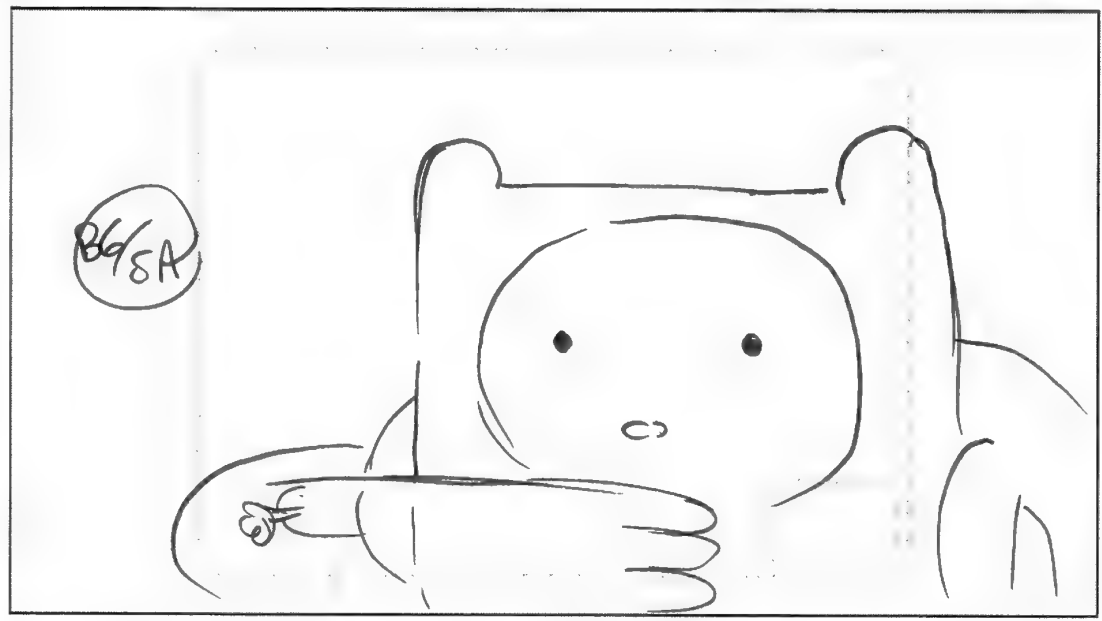
Production :

# ADVENTURE TIME

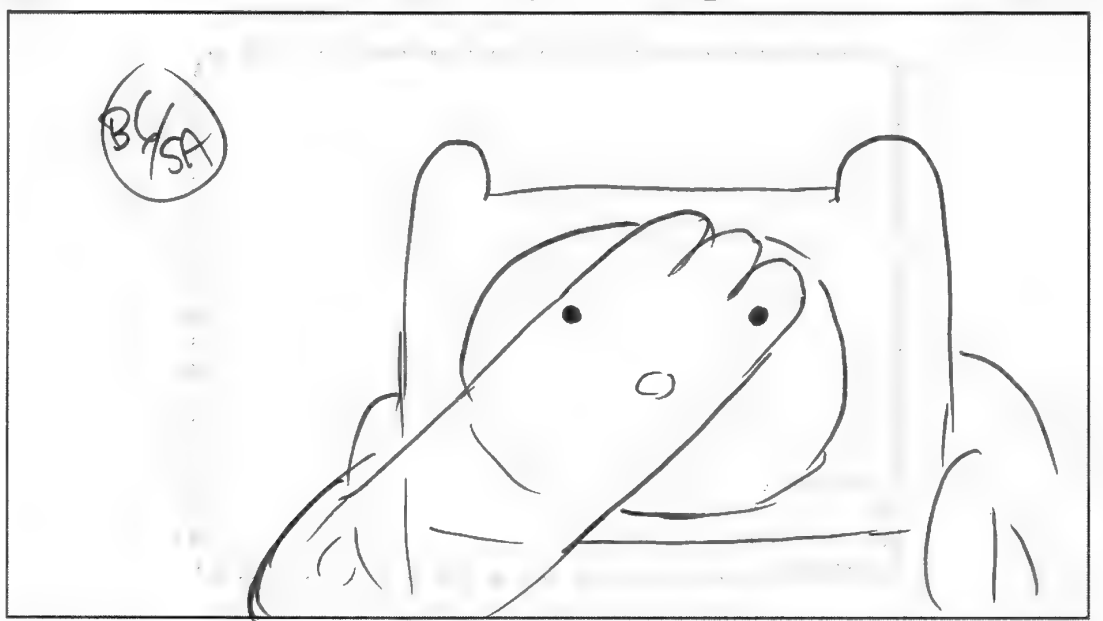


Page 62

Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



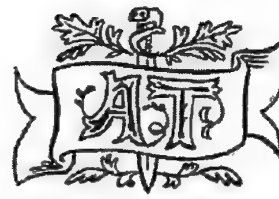
|         |                                                   |                                        |
|---------|---------------------------------------------------|----------------------------------------|
| Dialog: | (F:) You must've exploded the candy arm before, → | (F) → and made the rock pile just now. |
| Action: |                                                   |                                        |
| Timing: |                                                   |                                        |

EPISODE #

Production :

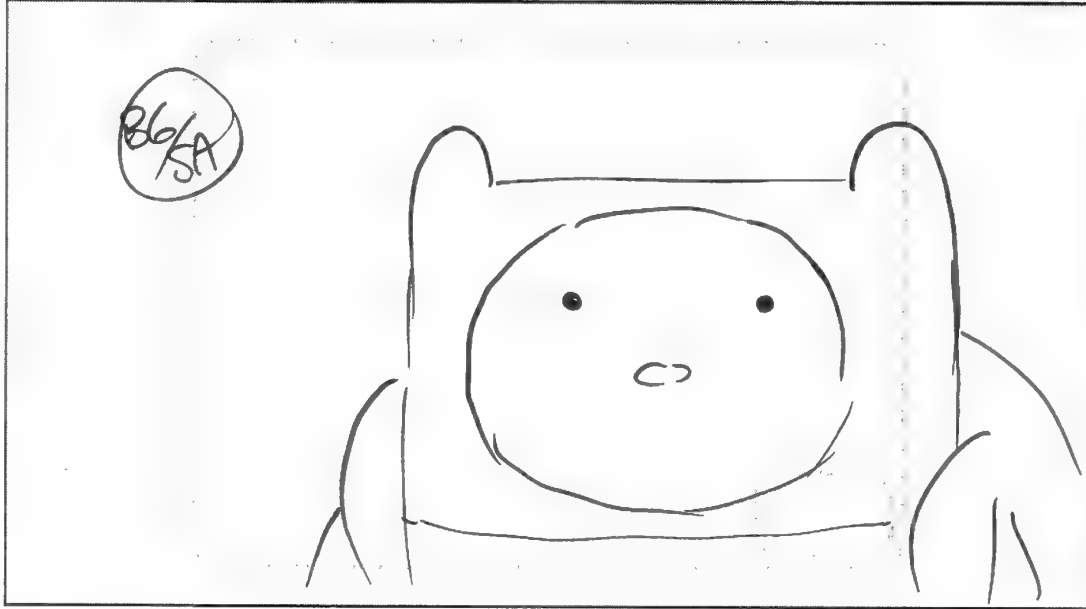
1025-168

# ADVENTURE TIME



Page 63

Sc. 39 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) It's almost like I'm trying  
to tell myself something... →

Action:

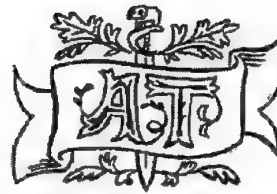
Timing:

EPISODE #

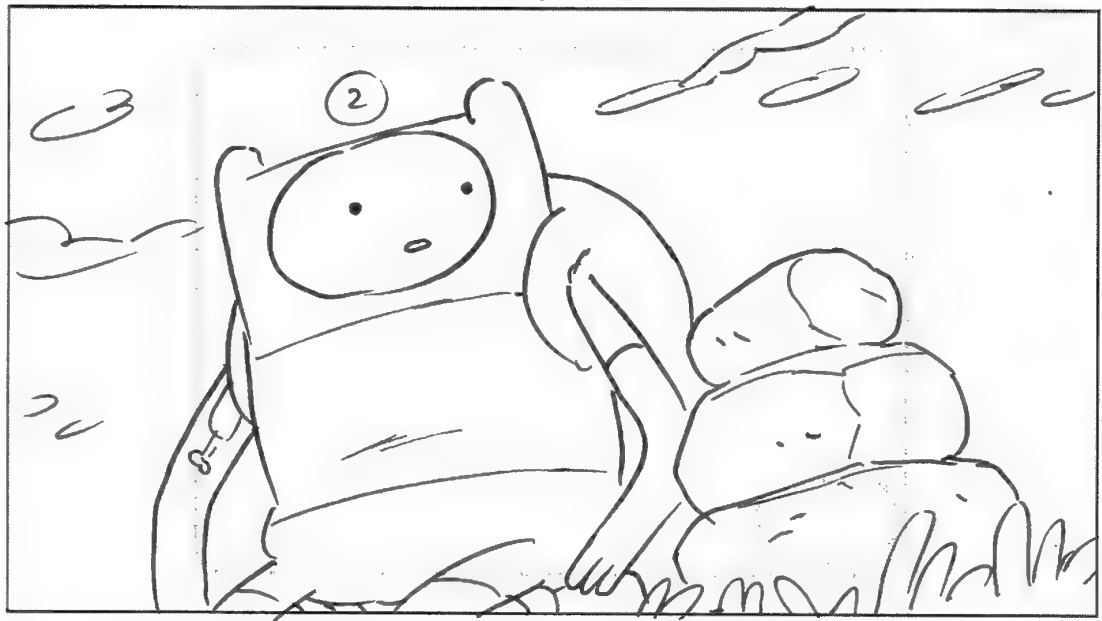
1025-168

Production :

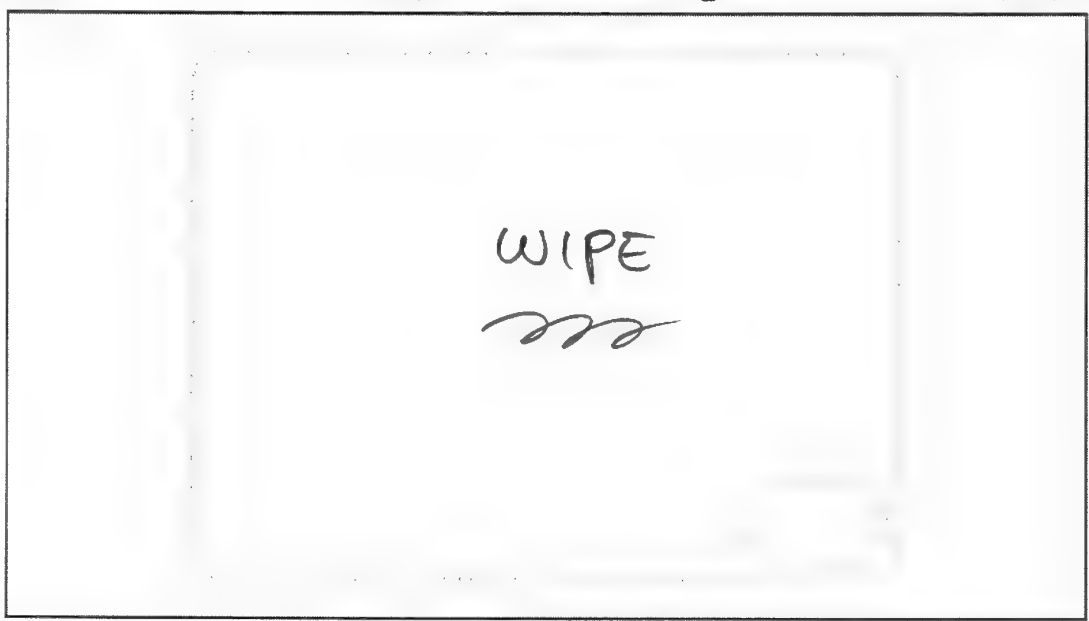
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night




Sc. Pnl. Bg. day night



Dialog: (F) ... like a message from my melon heart.

Action:

Timing: 

EPISODE #

1025-168

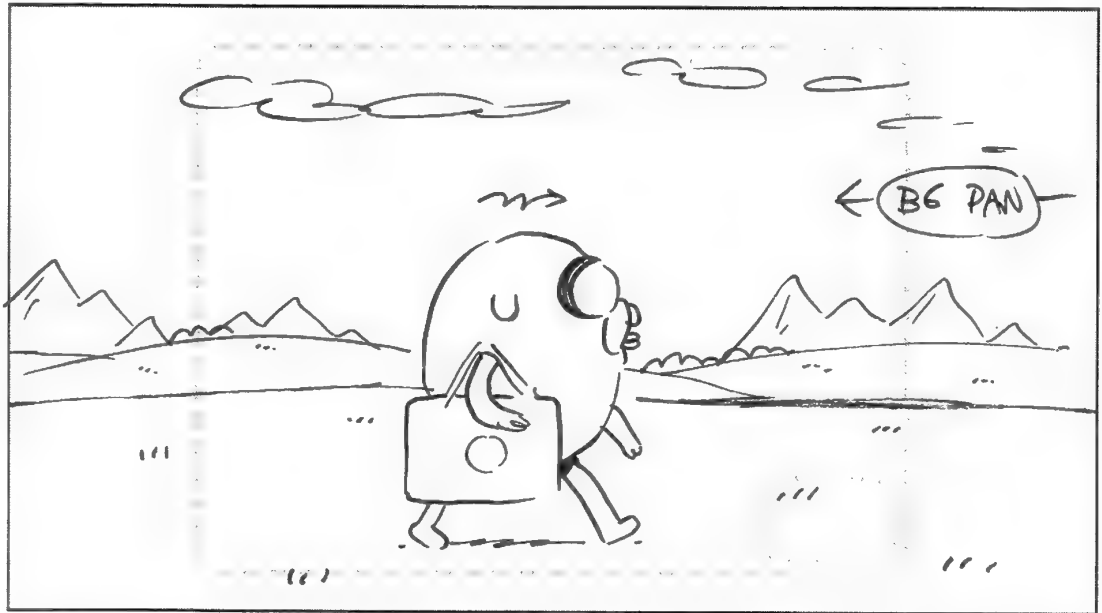
Production :

# ADVENTURE TIME

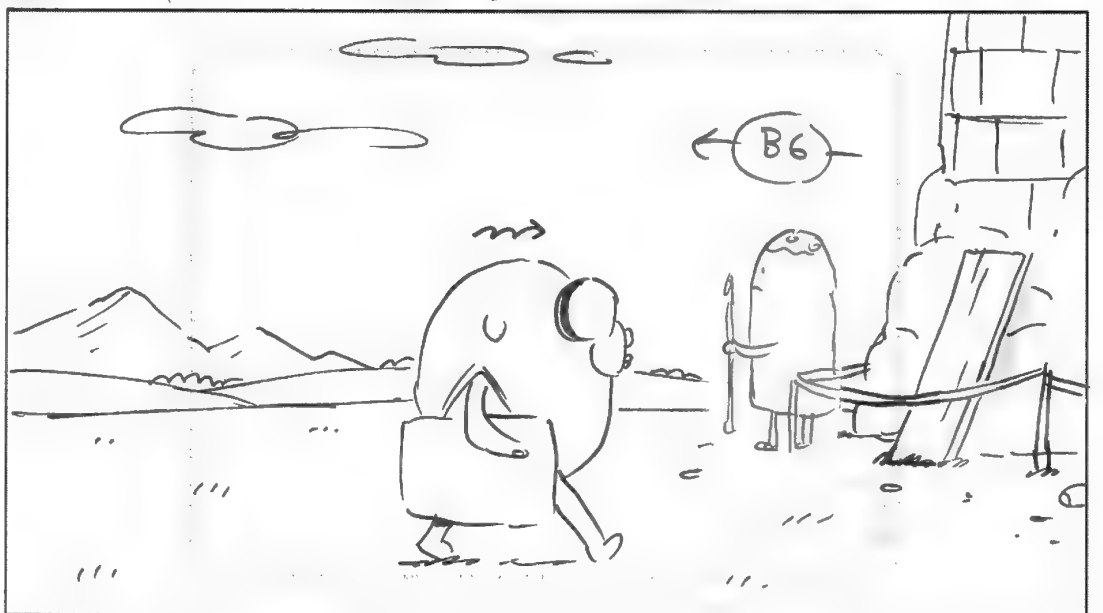


Page 65

Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



|                         |
|-------------------------|
| Dialog:                 |
| J: *humming tunelessly* |
| Action:                 |
| Timing:                 |

EPISODE #

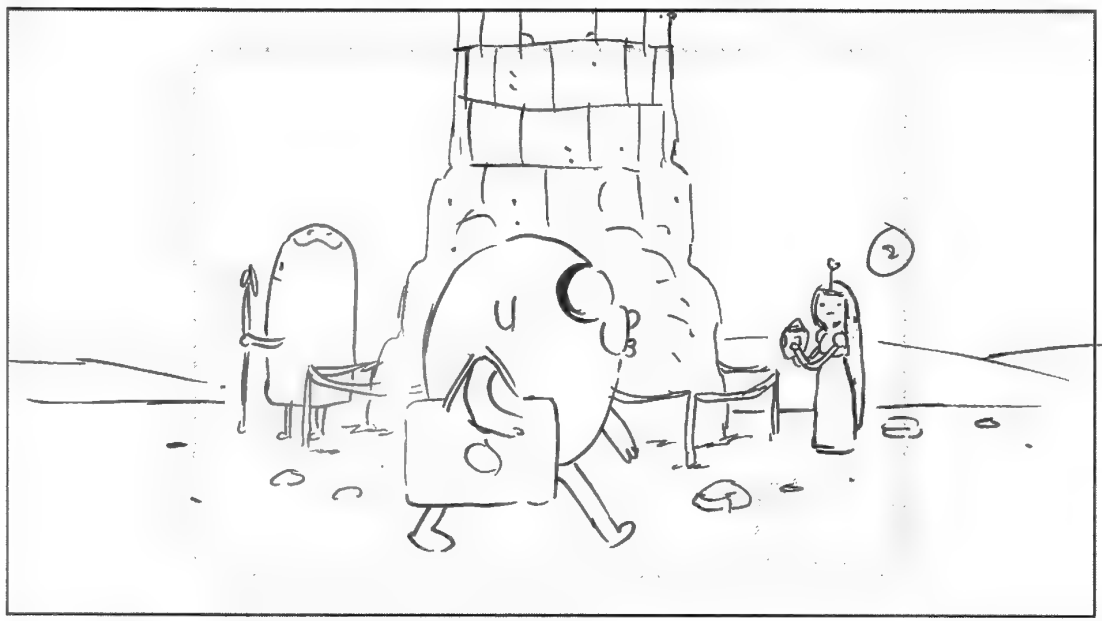
1025-168

Production :

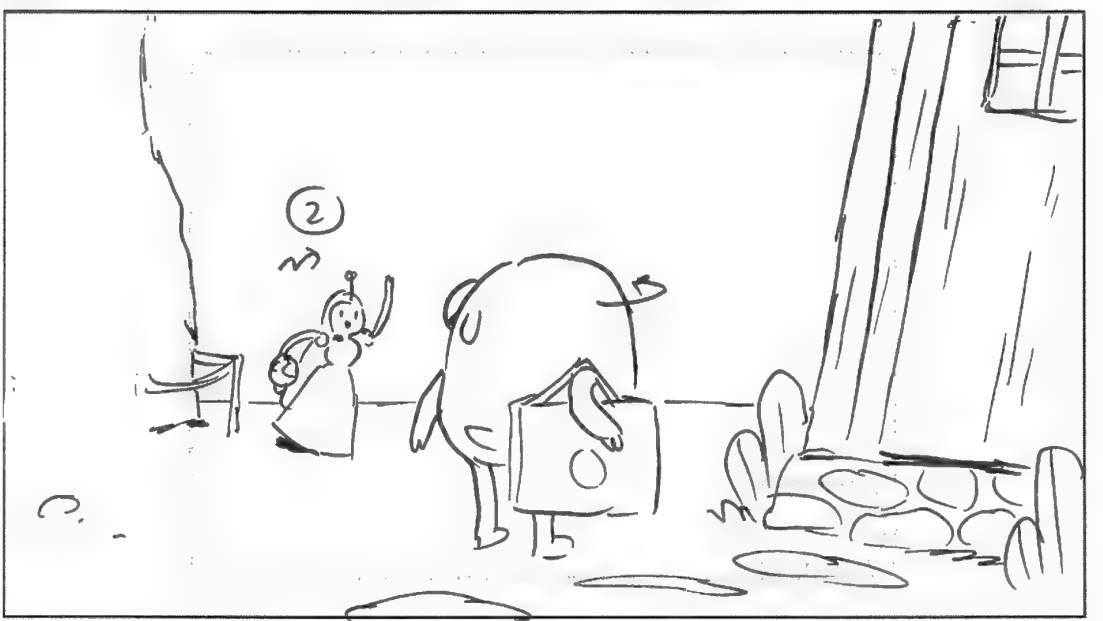
ADVENTURE TIME



Sc. 41 Pnl. C Bg. day night



Sc. 41 Pnl. D Bg. day night



|         |                    |   |
|---------|--------------------|---|
| Dialog: | (PB) ① Jake! Jake! |   |
| Action: | ①                  |   |
| Timing: |                    | ① |

EPISODE #

1025-168

Production :

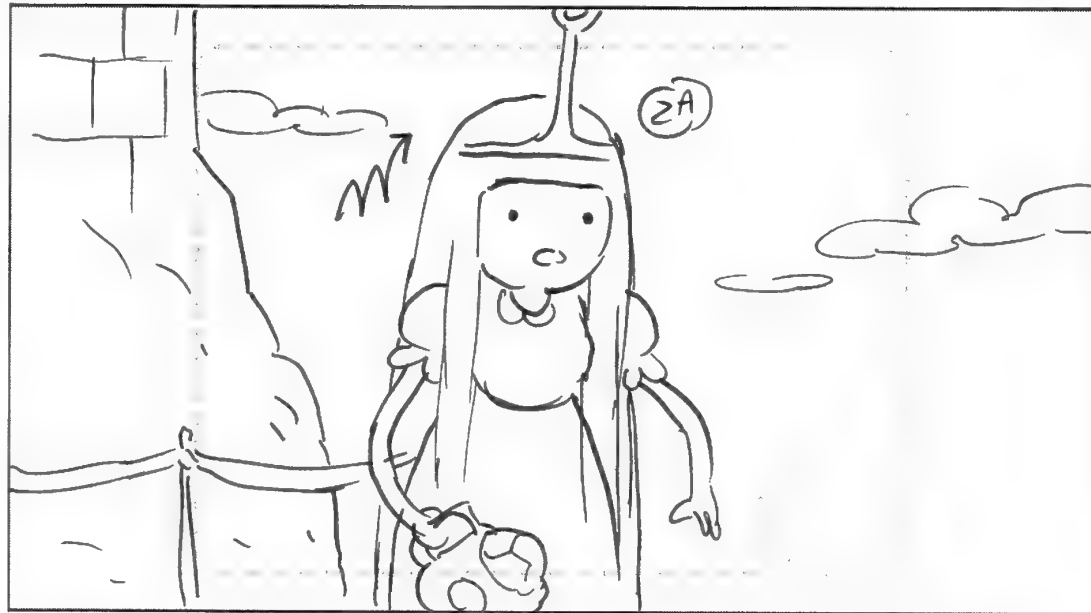


# ADVENTURE TIME



Page 67

Sc. 42 Pnl. A Bg. day night



Sc. 43 Pnl. A Bg. day night

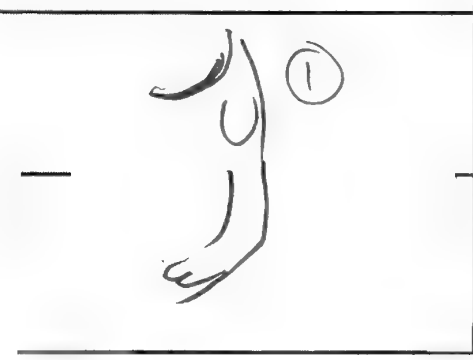
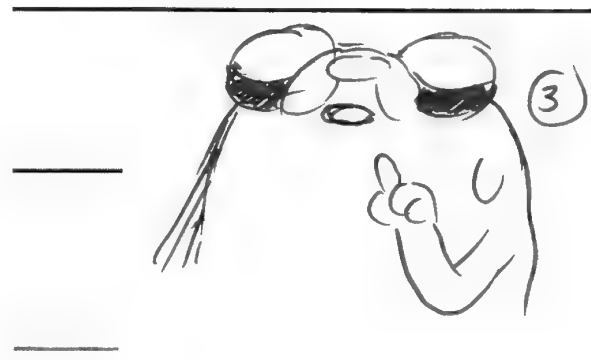
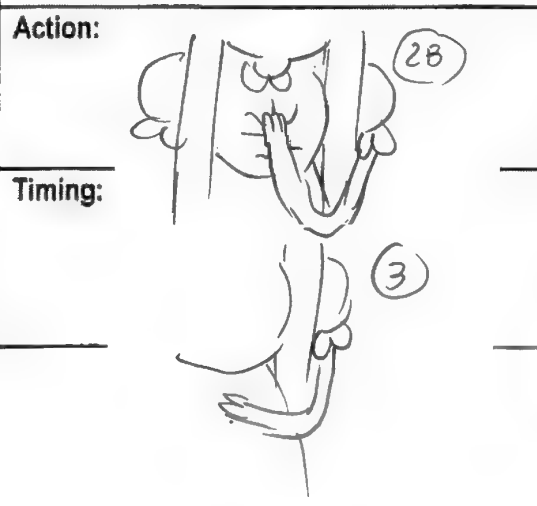


Dialog: PB (2A) Oh - (2B) \*GASP\* (3) I'm  
So glad you're here.

(J) Afternoon Princess!  
(3) What's that you're building?

Action:

Timing:



EPISODE #

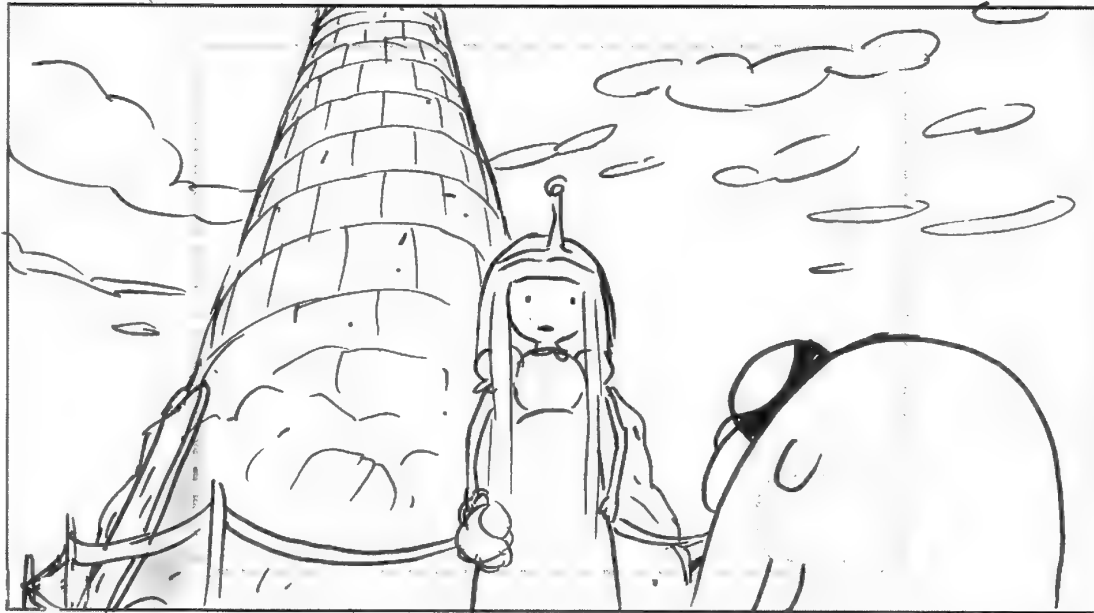
Production :

1025-168

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog: (PB) Wait... you don't know? (5) (1) III... (2) might?

Action:

Timing:



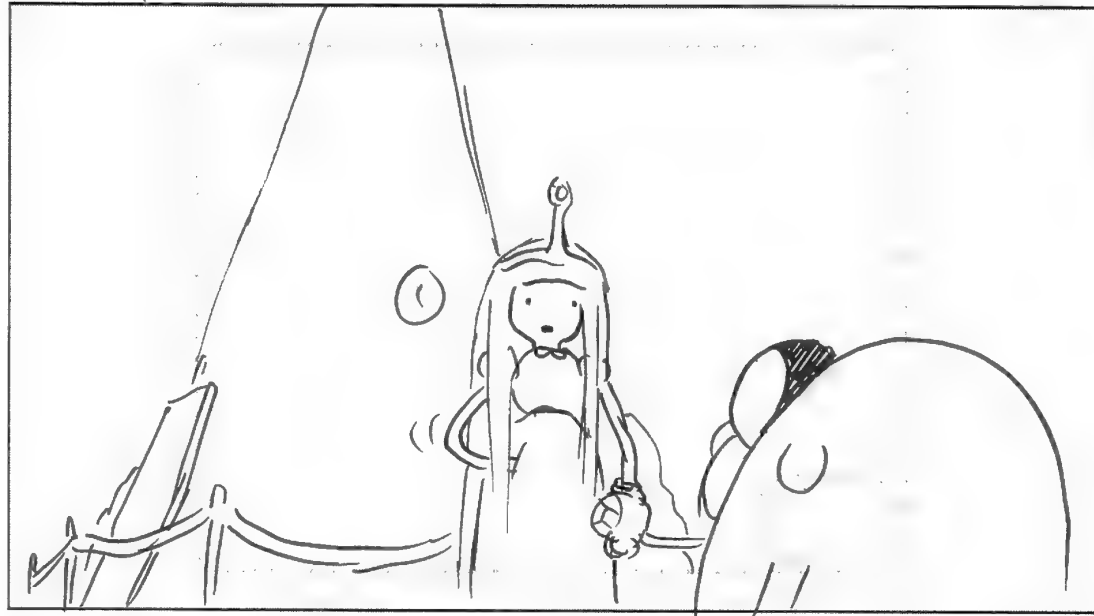
EPISODE # 1025-168  
Production :

ADVENTURE TIME



Page 69

Sc. 46 Pnl. A Bg. day night





Sc. 46 Pnl. B Bg. day night



Dialog: (PB) Here look, → (PB) it was taped to the tower.

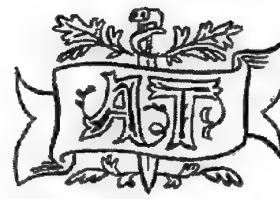
Action:

Timing:



EPISODE # 1025-168  
Production :

# ADVENTURE TIME



Page 70

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog: (J) (reading fast to self:) Jake I'm going to space to punch my dad and steal his arm back soon Finn. →

(J:) Wow, what the heee?

Action:

Timing:

EPISODE #

Production :

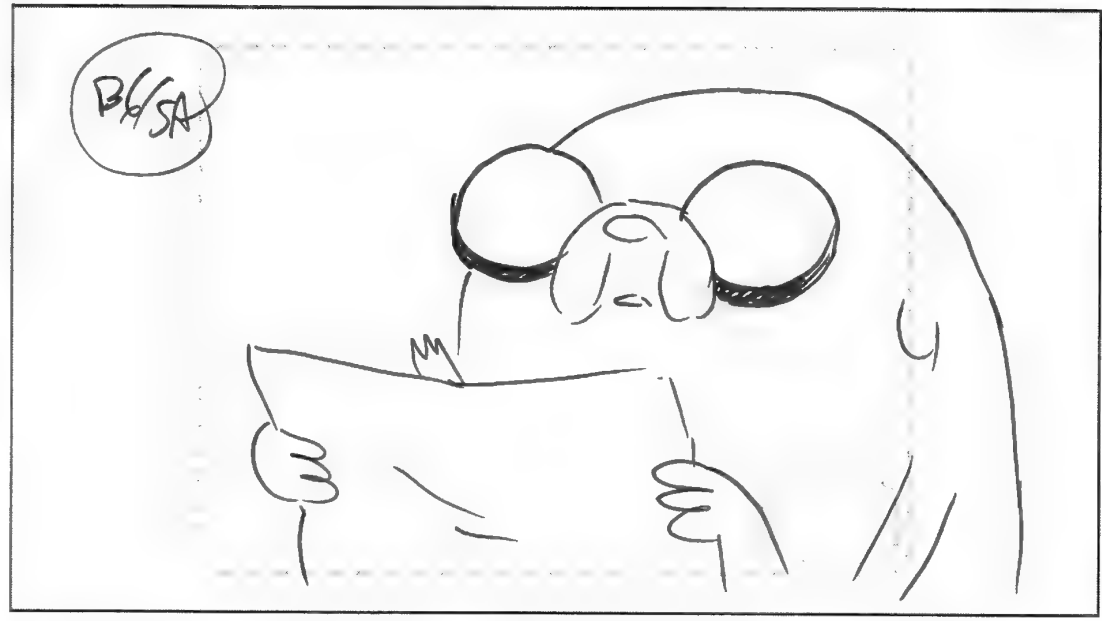
1025-168

# ADVENTURE TIME

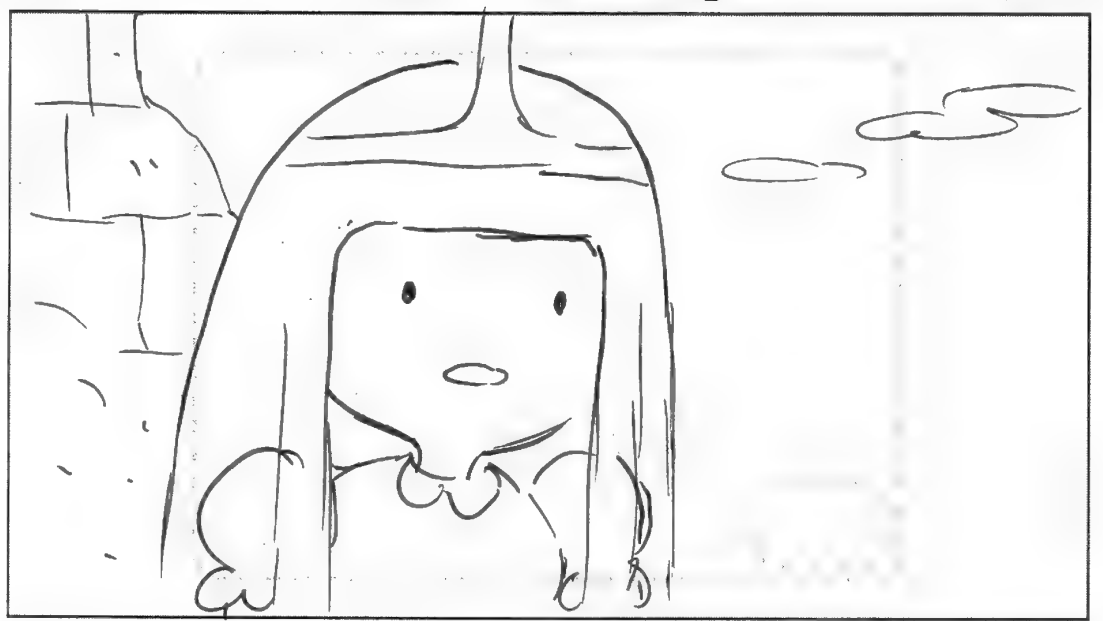


Page 71  
day night

Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night

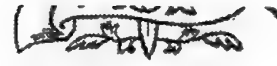


|         |                                                                                                               |
|---------|---------------------------------------------------------------------------------------------------------------|
| Dialog: | <p>(PB) (OS): Yeah.</p> <p>(PB) My biggest powerometer, back at the castle, was flipping all the way out.</p> |
| Action: |                                                                                                               |
| Timing: |                                                                                                               |

EPISODE #

Production :

1025-168



| Sc.                                               | Pnl. | Bg. | day | night |
|---------------------------------------------------|------|-----|-----|-------|
| <p>WIPE</p> <p><i>[Handwritten signature]</i></p> |      |     |     |       |

| Sc.      | Pnl. | Bg. | day | night |
|----------|------|-----|-----|-------|
| <p>X</p> |      |     |     |       |

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE #

Production :

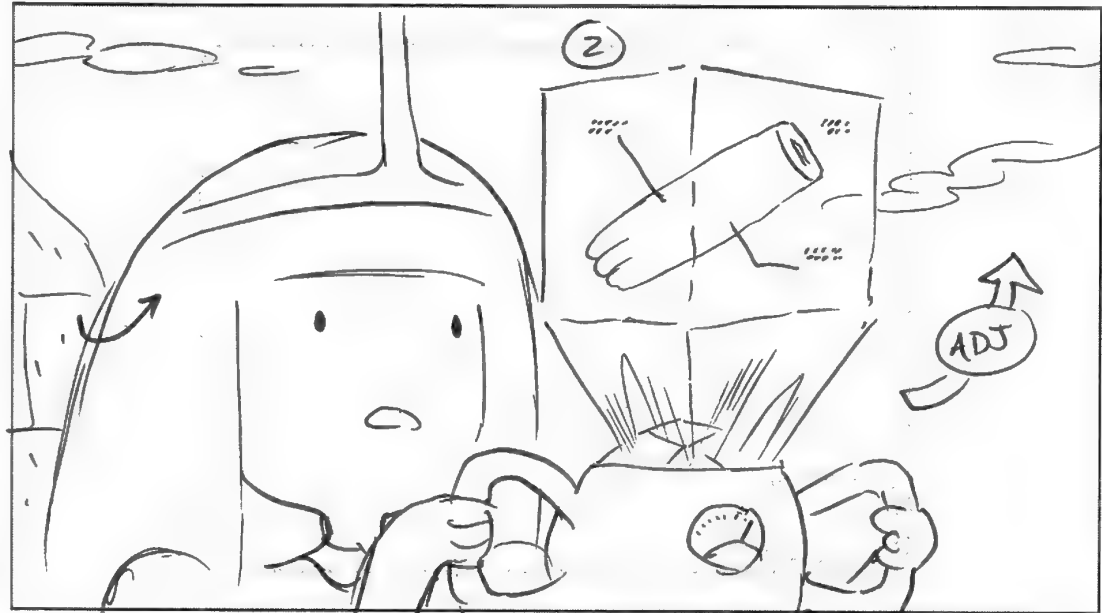
1025-168

# ADVENTURE TIME

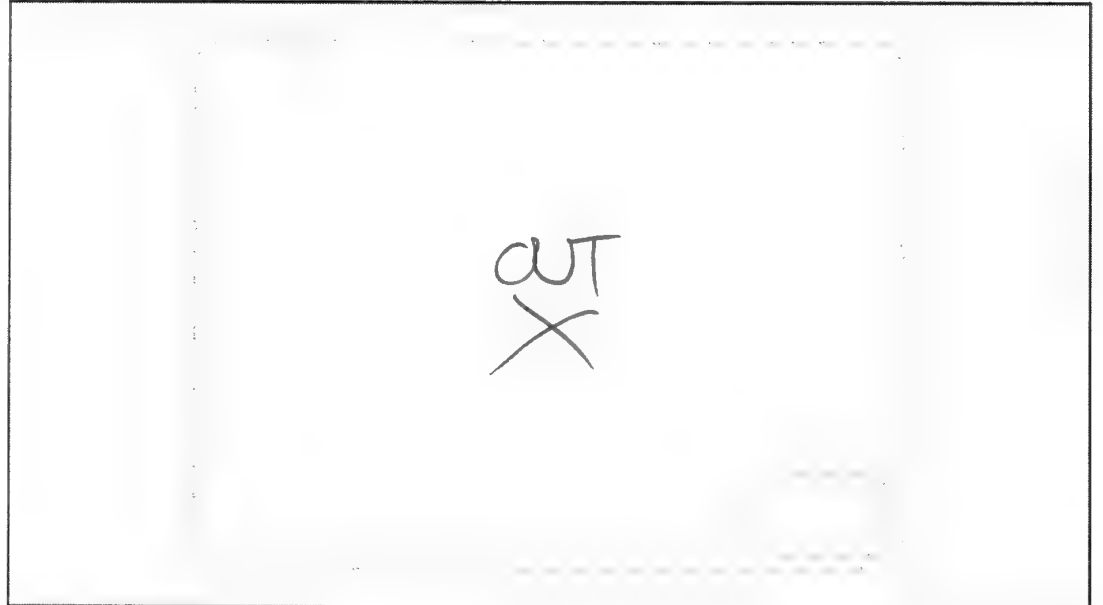


Page 72

Sc. 49 Pnl. B Bg. day night



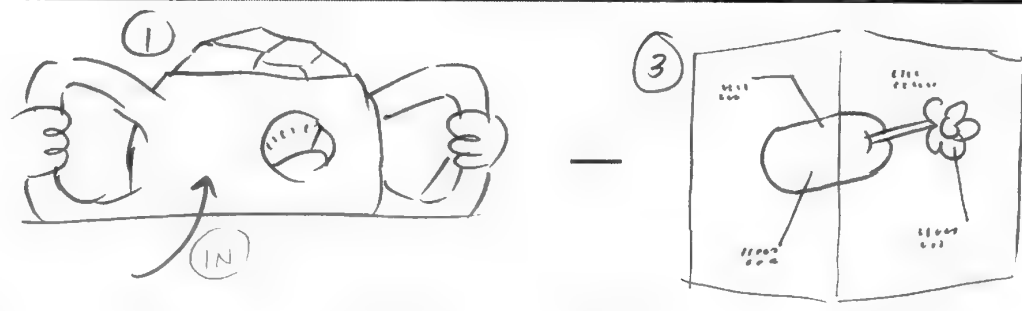
Sc. Pnl. Bg. day night



Dialog: (PB) It looks like Finn's somehow manifested a sort of →

Action: - powerometer projects hologram

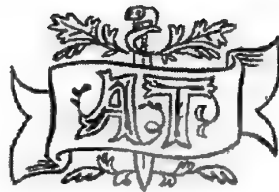
Timing:



EPISODE # 1025-168

Production :

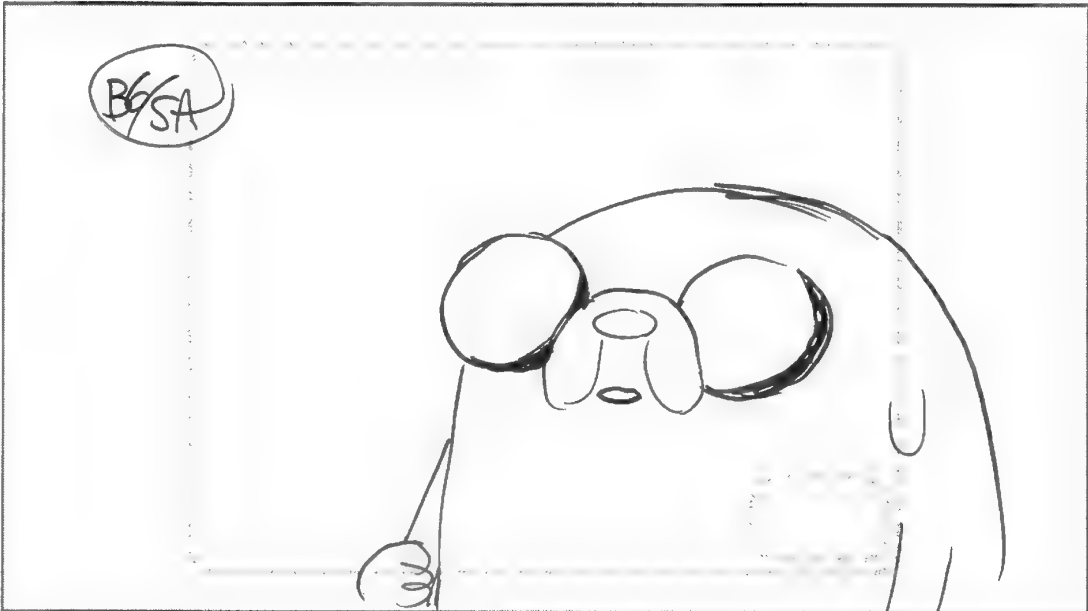
ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night



50 Pnl. B Bg. day night



Dialog: (PB) (GS): telekinetic electroemotional prosthesis.

(ALT): id-based semiautonomous electroemotional telekinetic prosthesis.

(J): word, word.

Action:

Timing:

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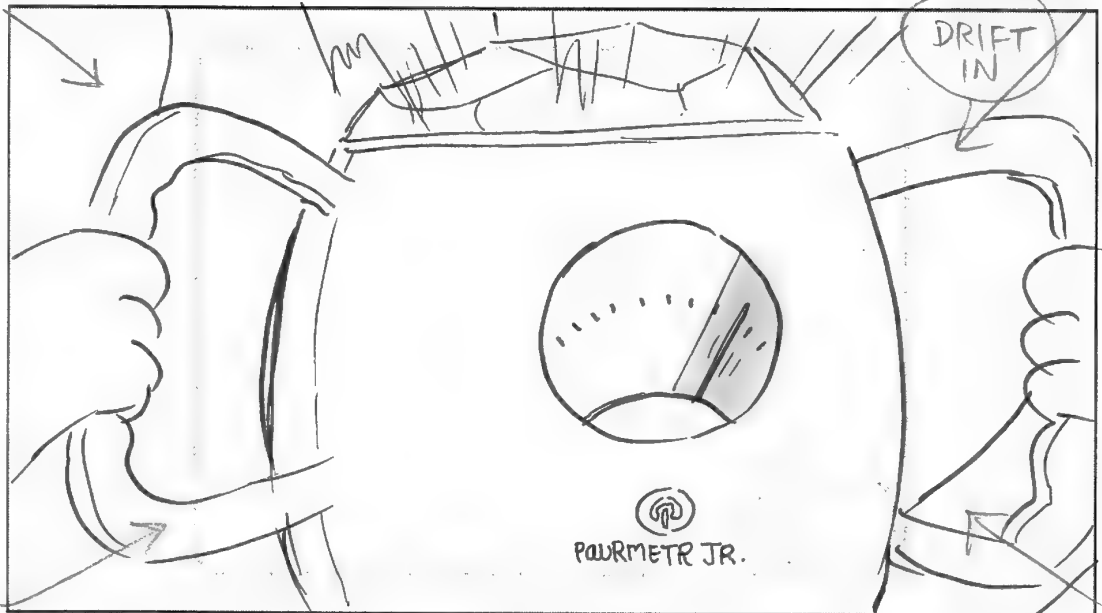
EPISODE # 1025-168



ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog: (PB) (OS) (cont) → with this much raw power he could be a danger to himself or others, →

(PB) → So I've quarantined the area 'til I can coax him down.

Action: - meter needle vibrates from the power  
- DRIFT IN on meter

Timing:

EPISODE #

1025-168

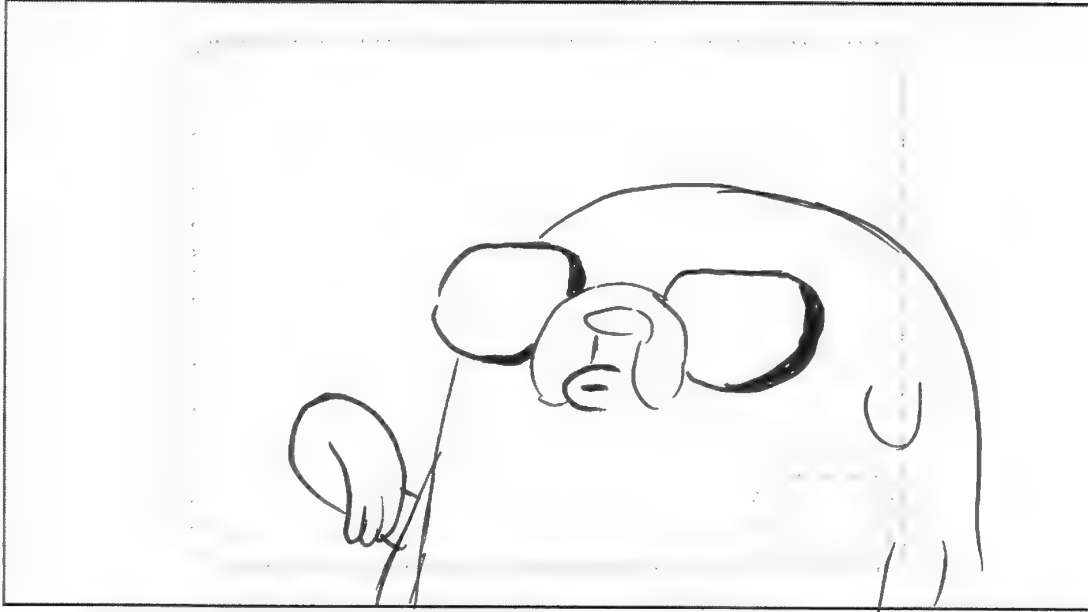
Production :

# ADVENTURE TIME

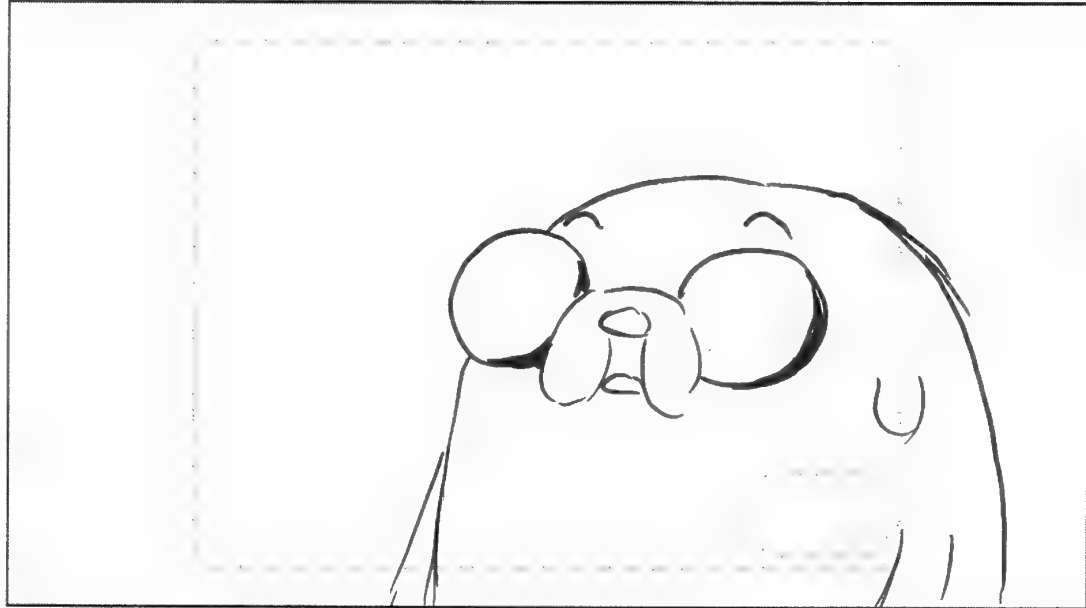


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Sc. 52 Pnl. B Bg. day night



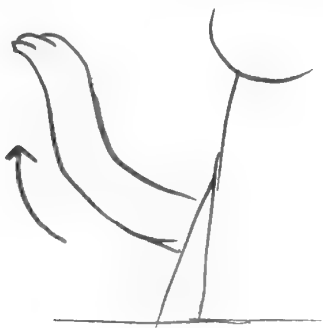
Sc. 52 Pnl. C Bg. day night



Dialog: (J:) \* pfft \* → (J:) T.M.L.O., Princess.

Action:

Timing:



EPISODE # 1025-168

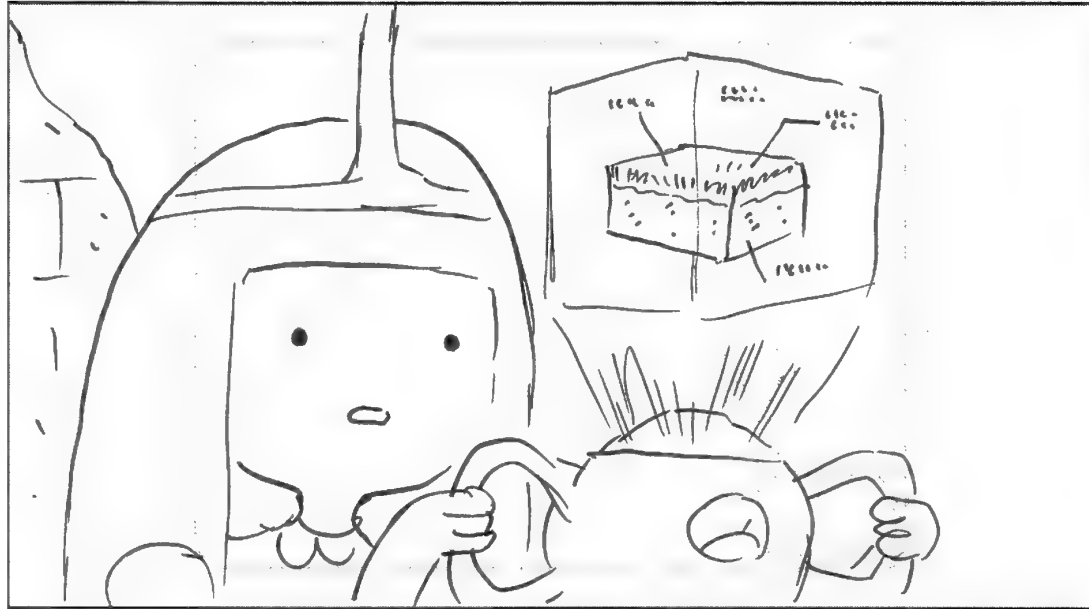
Production :

ADVENTURE TIME



Page 76

Sc. 53 Pnl. A Bg. day night



Sc. 54 Pnl. A Bg. day night

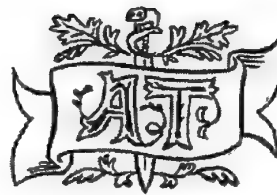


|         |             |                            |
|---------|-------------|----------------------------|
| Dialog: | (RB:) What? | (J:) "That means lay off". |
| Action: |             |                            |
| Timing: |             |                            |

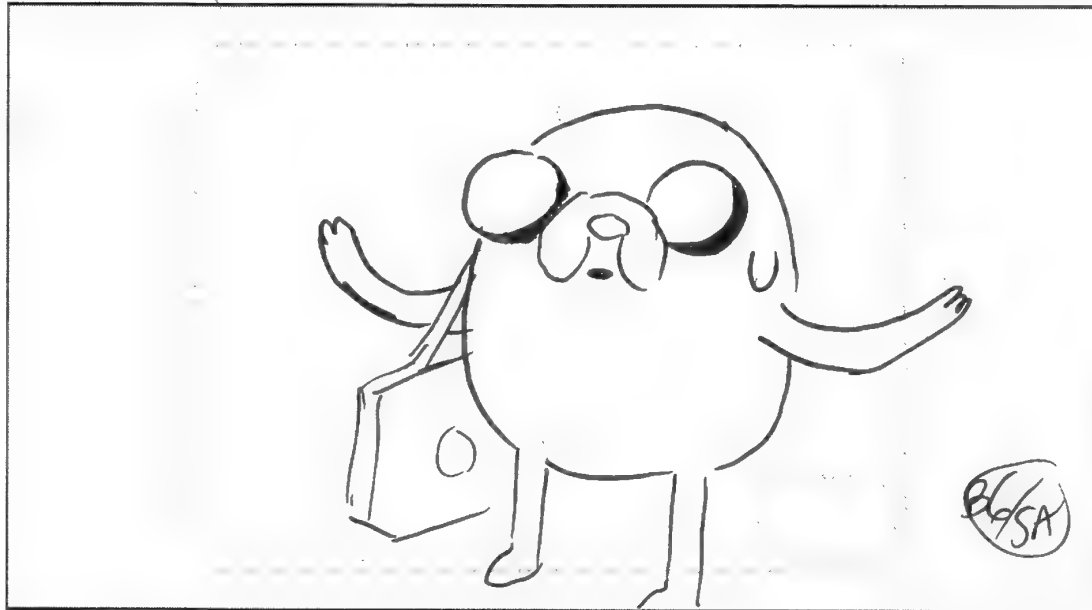
EPISODE # 1025-168

Production :

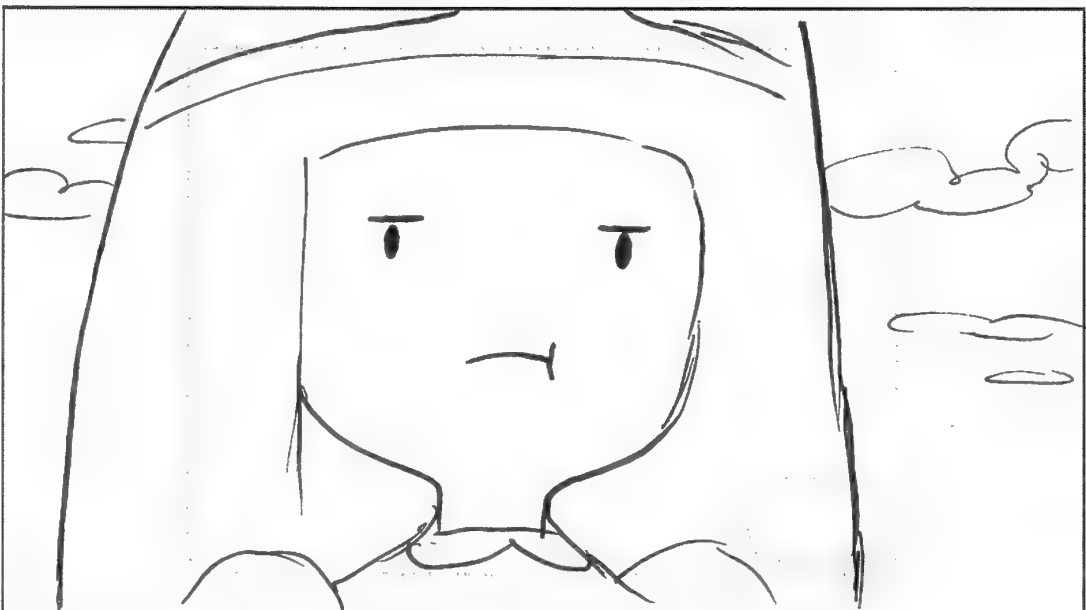
ADVENTURE TIME



Sc. 54 Pnl. B Bg. day night



Sc. 55 Pnl. A Bg. day night



|         |                                                |                                  |
|---------|------------------------------------------------|----------------------------------|
| Dialog: | (J:) Finn's feelin' this one out solo-style. → | (J)(OS) → Give the kid a chance. |
| Action: |                                                |                                  |
| Timing: |                                                |                                  |

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# ADVENTURE TIME

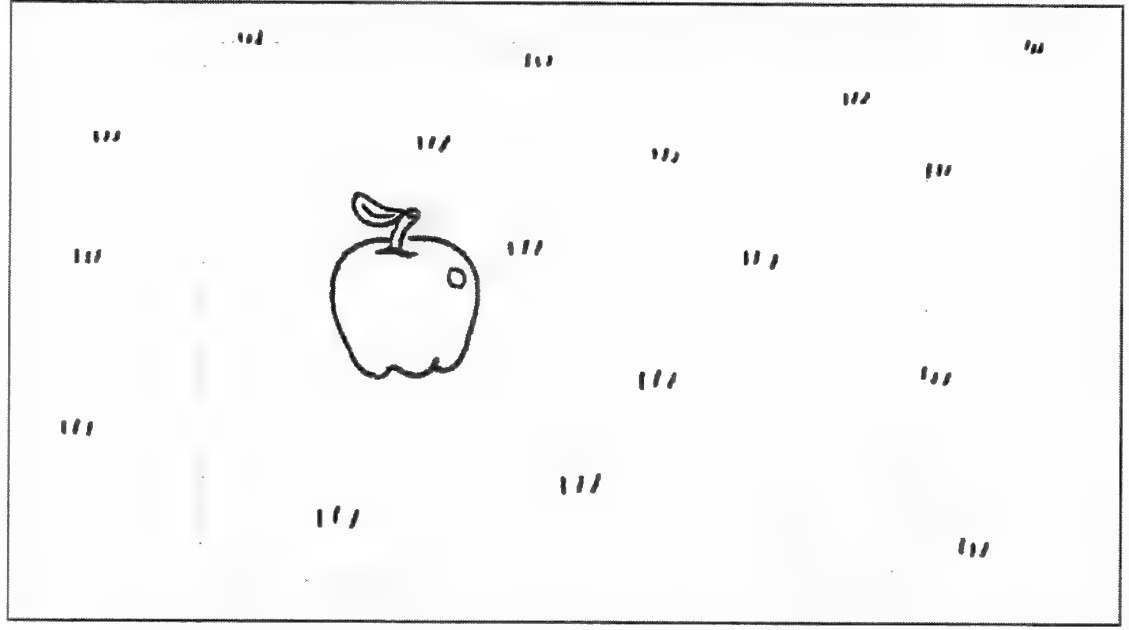


Sc. 56

Pnl. A

Bg.

day night

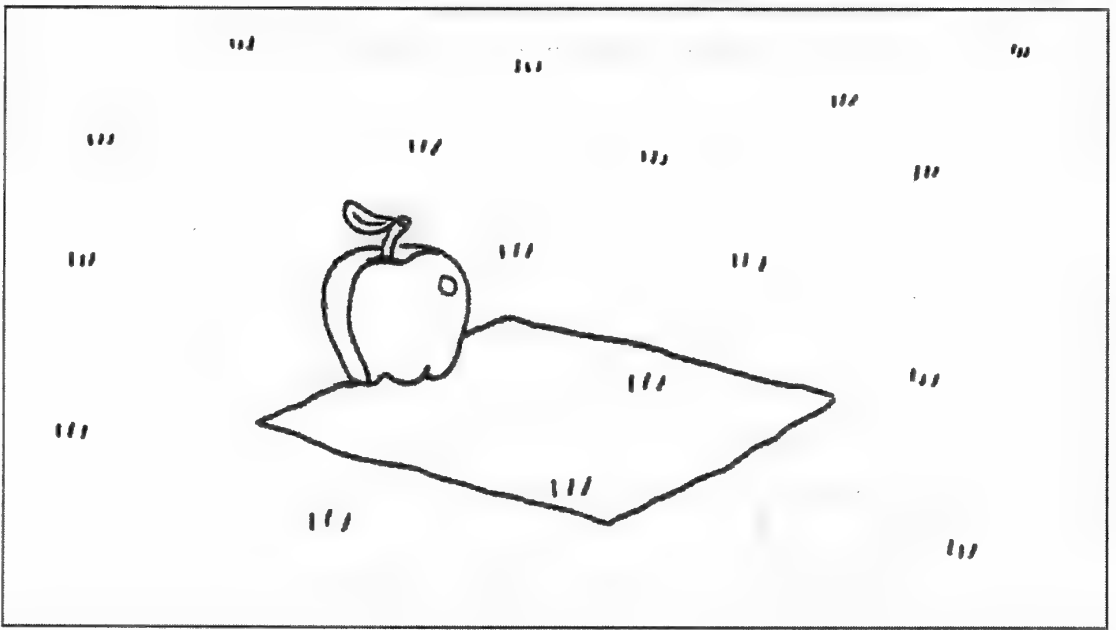


Sc. 56

Pnl. B

Bg.

day night



Dialog:

MUSIC THROUGH  
THIS SEQUENCE IS  
LIKE A TRAIN -

♪ CHKA-CHKA-CHKA-  
CHKA-CHKA-CHKA ♪

(SFX) / : GOT :

Action:

Timing:

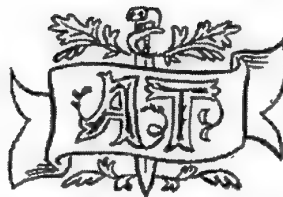
1025-168

EPISODE #

Production :

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ADVENTURE TIME

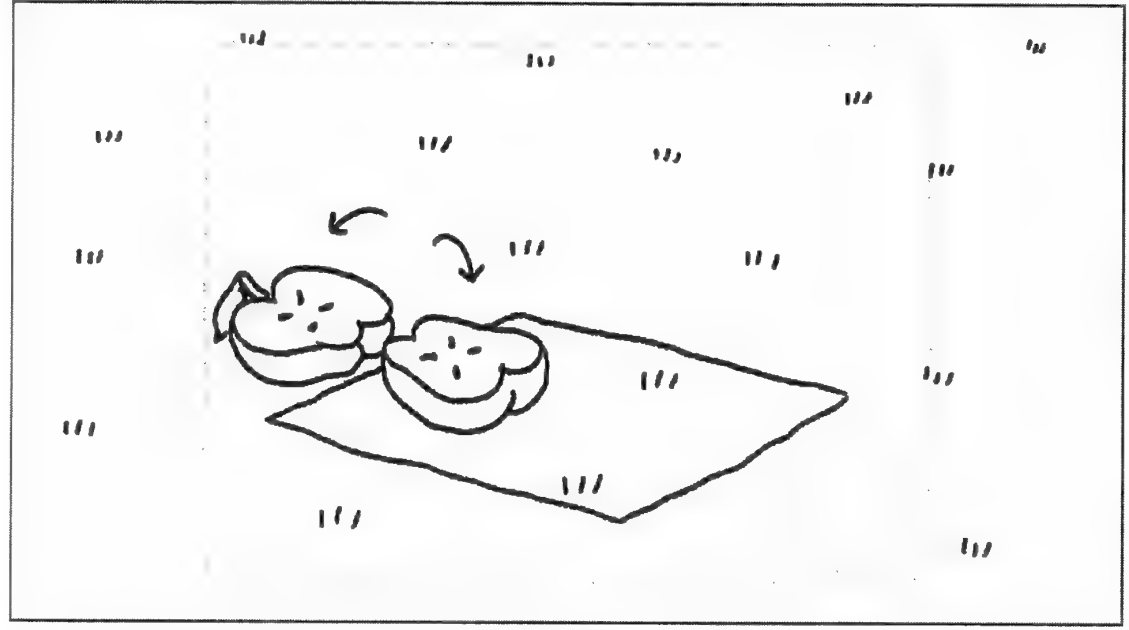


Sc. 56

Pnl. C

Bg.

day night

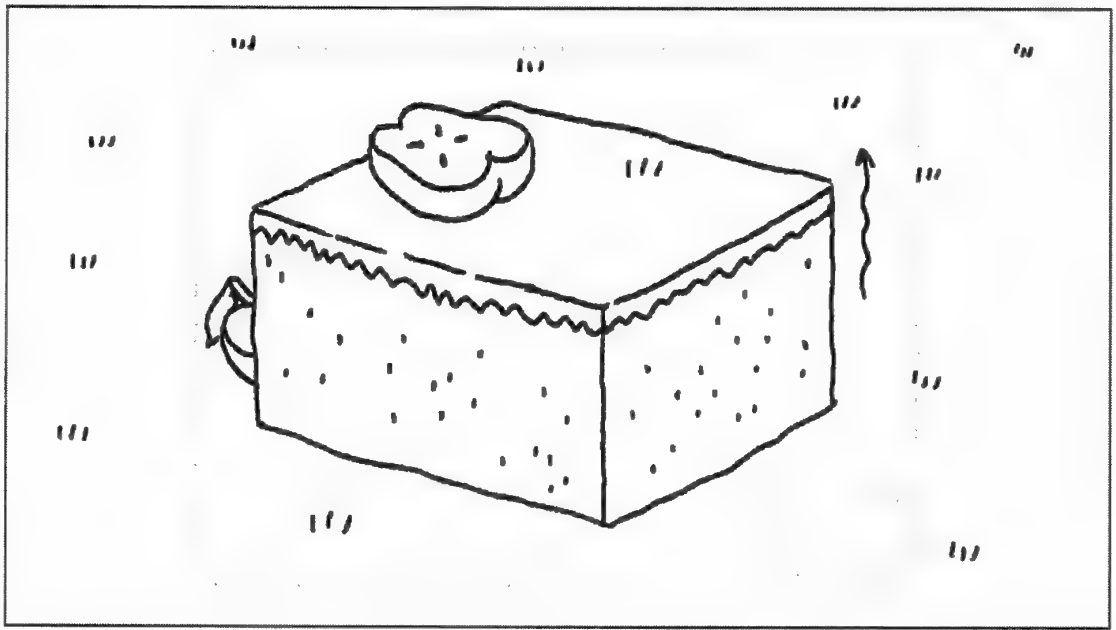


Sc. 56

Pnl. D

Bg.

day night



|         |                   |
|---------|-------------------|
| Dialog: | (SFX) SHHHHHHHK ! |
| Action: |                   |
| Timing: |                   |

EPISODE # 1025-168  
Production :

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# ADVENTURE TIME



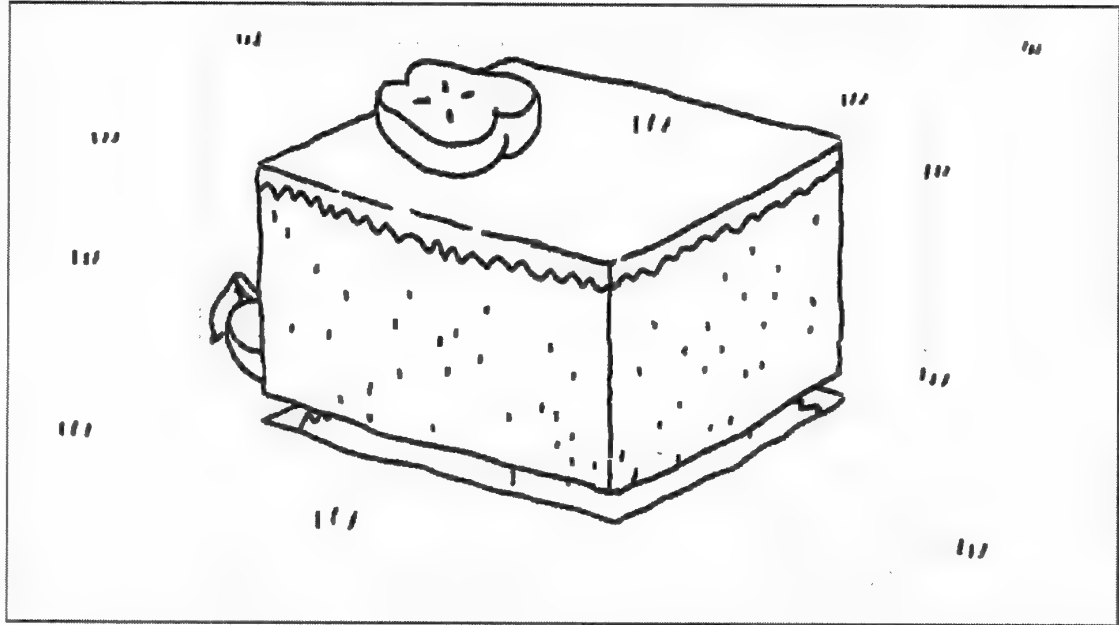
Page 81

Sc. 56

Pnl. E

Bg.

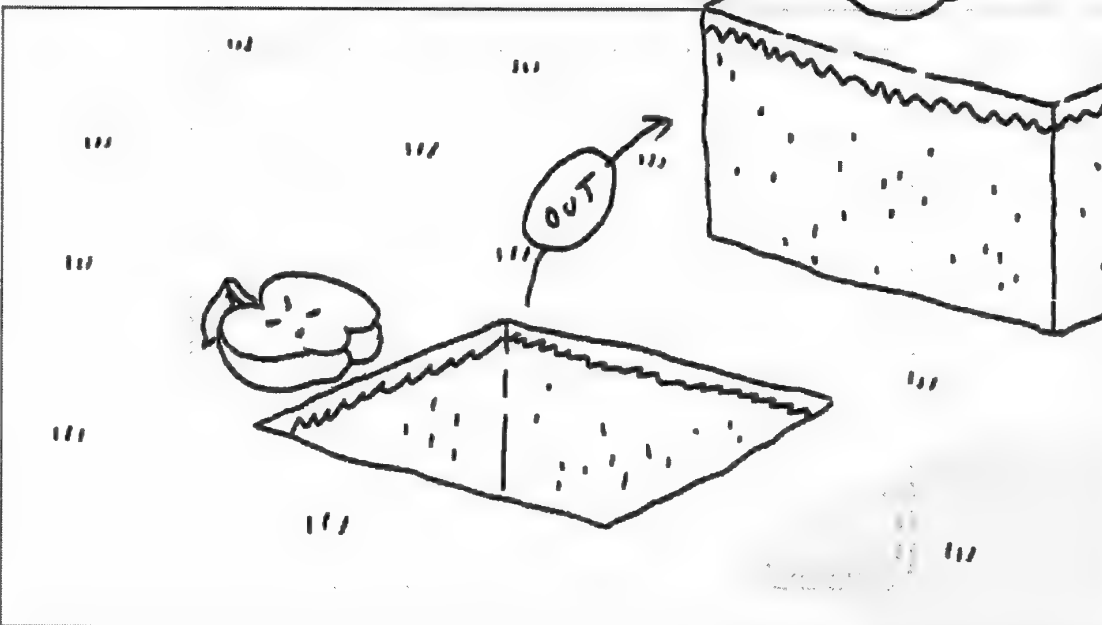
day night



Sc. 56

Pnl. F

Bg.



Dialog:

(SFX) / PAP

Action:

Timing:

EPISODE #

1025-168

Production :

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ADVENTURE TIME

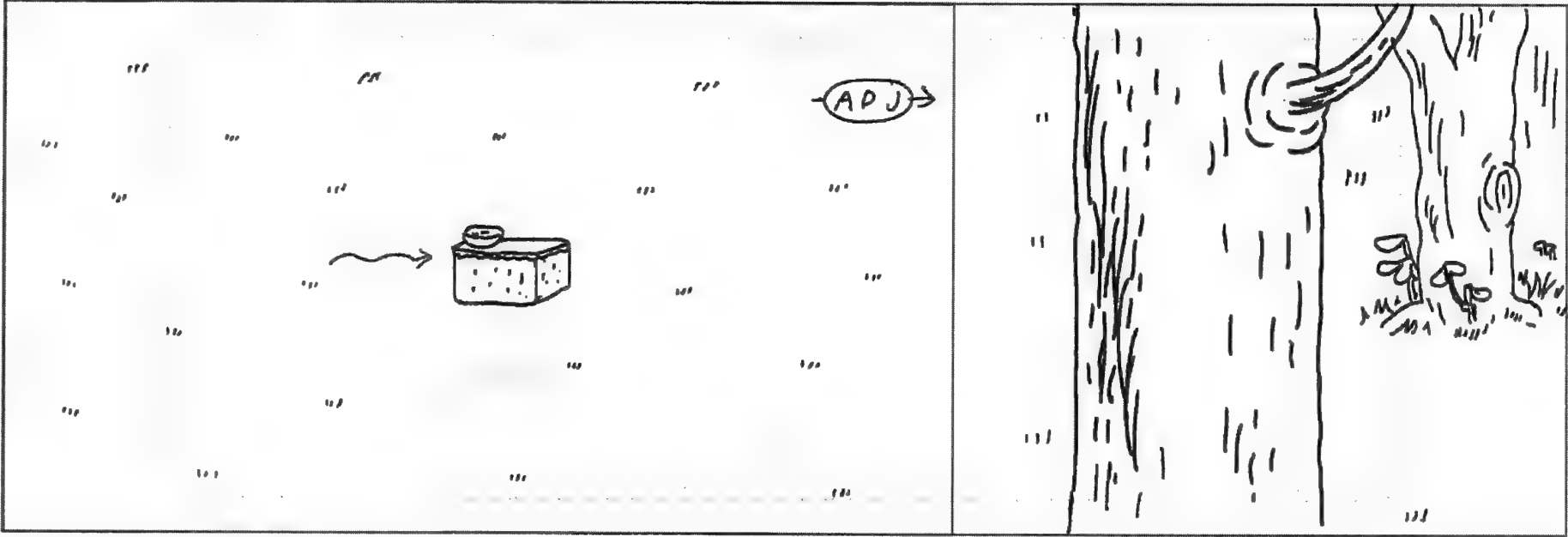


Sc. 57

Pnl. A

Bg.

day night



|         |                                                                                         |                         |
|---------|-----------------------------------------------------------------------------------------|-------------------------|
| Dialog: | : MUSIC CONT. :                                                                         |                         |
| Action: | · BRICK'S MOVING<br>· MAYBE BOBBING<br>A BIT IF IT'S<br>NOT PROHIBITIVLY<br>COMPLICATED | · PLAINS TURNS TO WOODS |
| Timing: | (CAM. GAINING ON BRICKS)                                                                |                         |

EPISODE # 1025-168  
Production :



ADVENTURE TIME

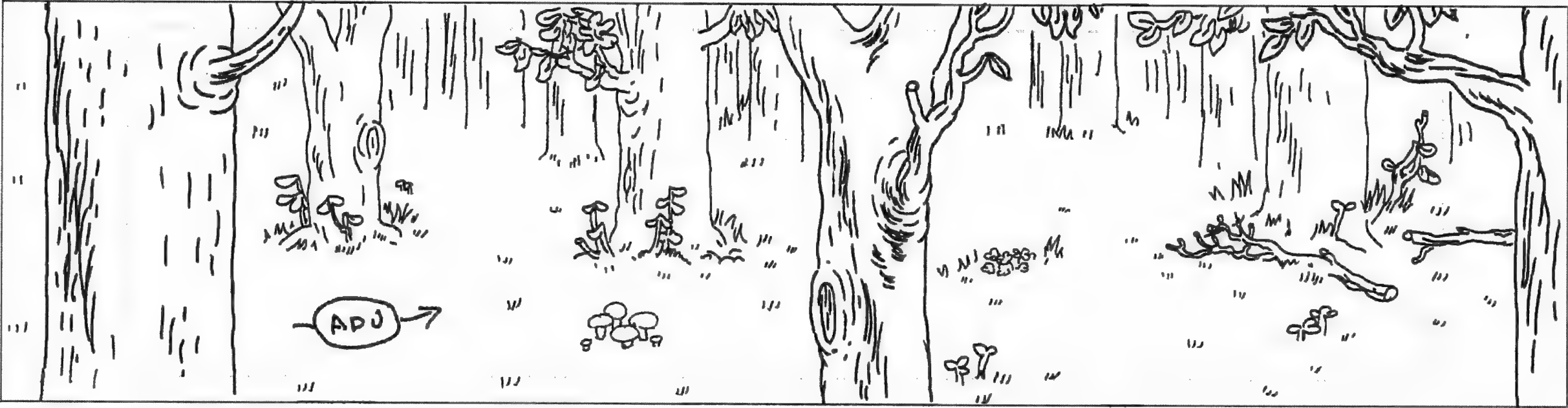


Sc. 57

Pnl. X

Bg.

day night



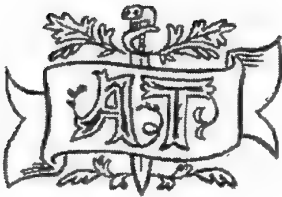
EPISODE # 1025-168

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

B G . R E F E R E N C E

Production :

ADVENTURE TIME

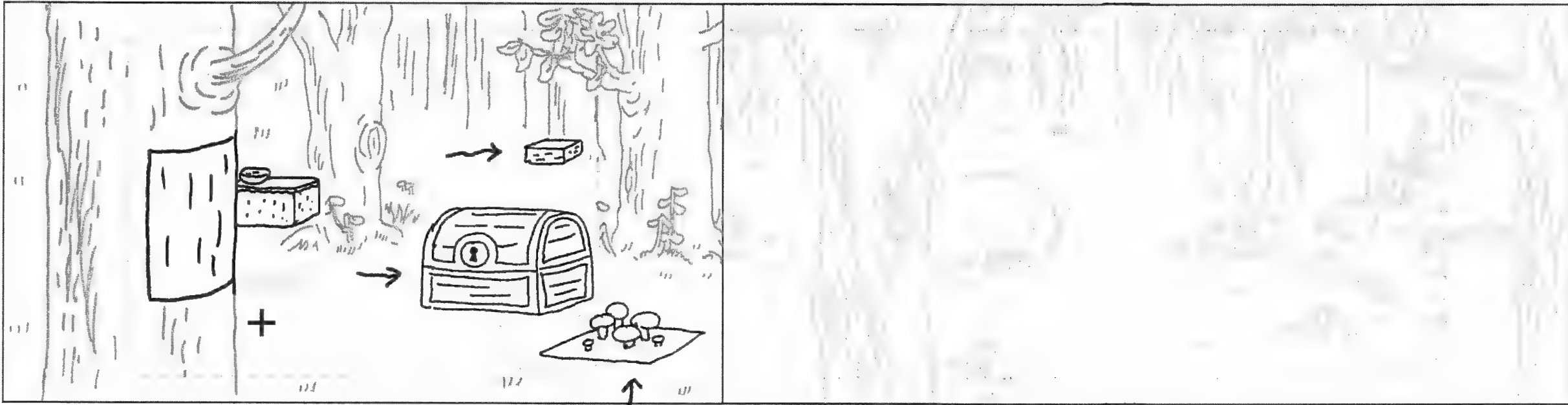


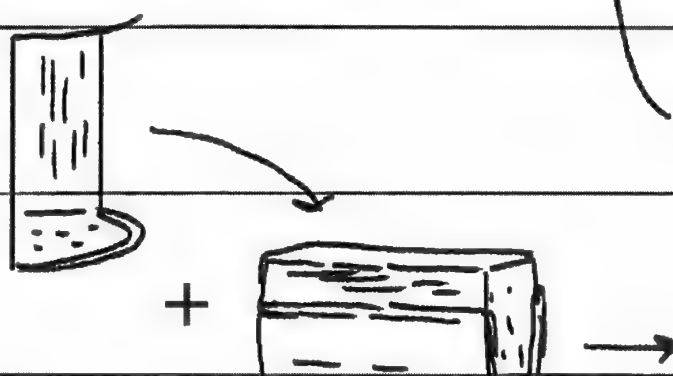
Sc. 57

Pnl. B

Bg.

day night



|         |                                                                                      |
|---------|--------------------------------------------------------------------------------------|
| Dialog: |                                                                                      |
| Action: | GETS SLICED, LIKE IN THE PREVIOUS SCENE                                              |
| Timing: |  |

EPISODE # 1025-168

Production :

# ADVENTURE TIME



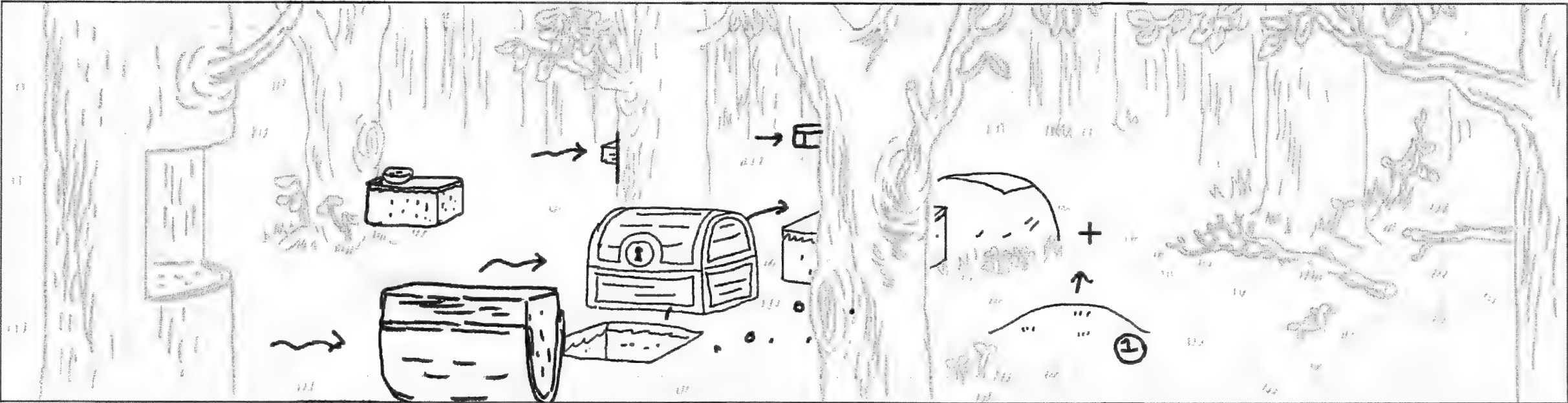
Page 85

Sc. 57

Pnl. C

Bg.

day night



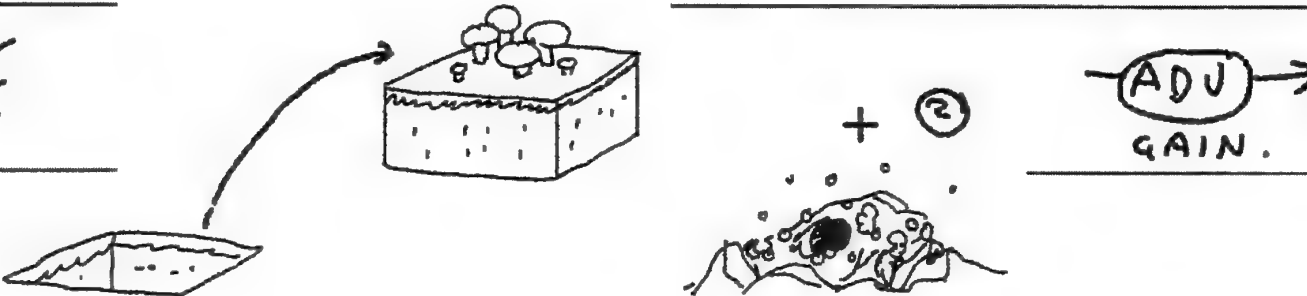
EPISODE # 1025-168

Dialog:

Action:

MID PAN  
BRICK REF.

Timing:



Production :

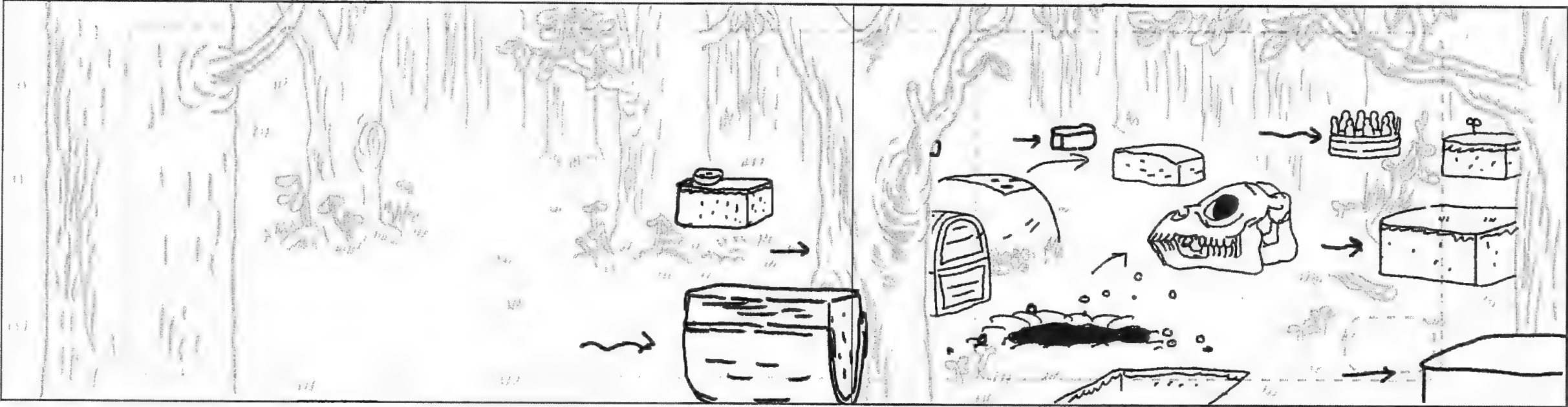
ADVENTURE TIME



Sc. 57

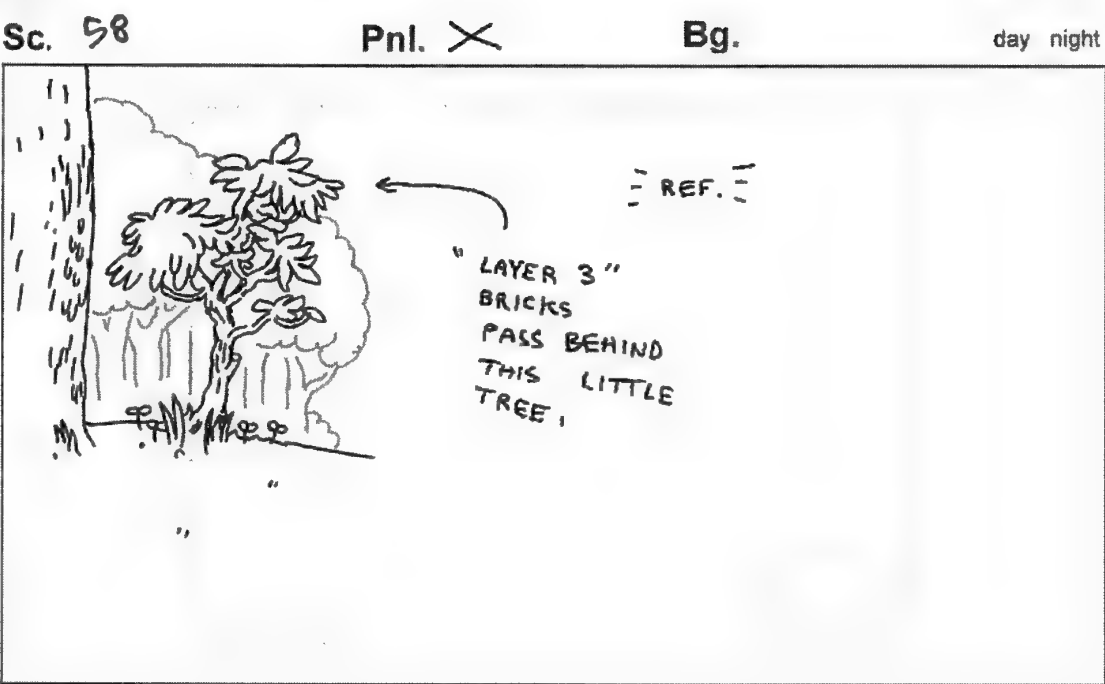
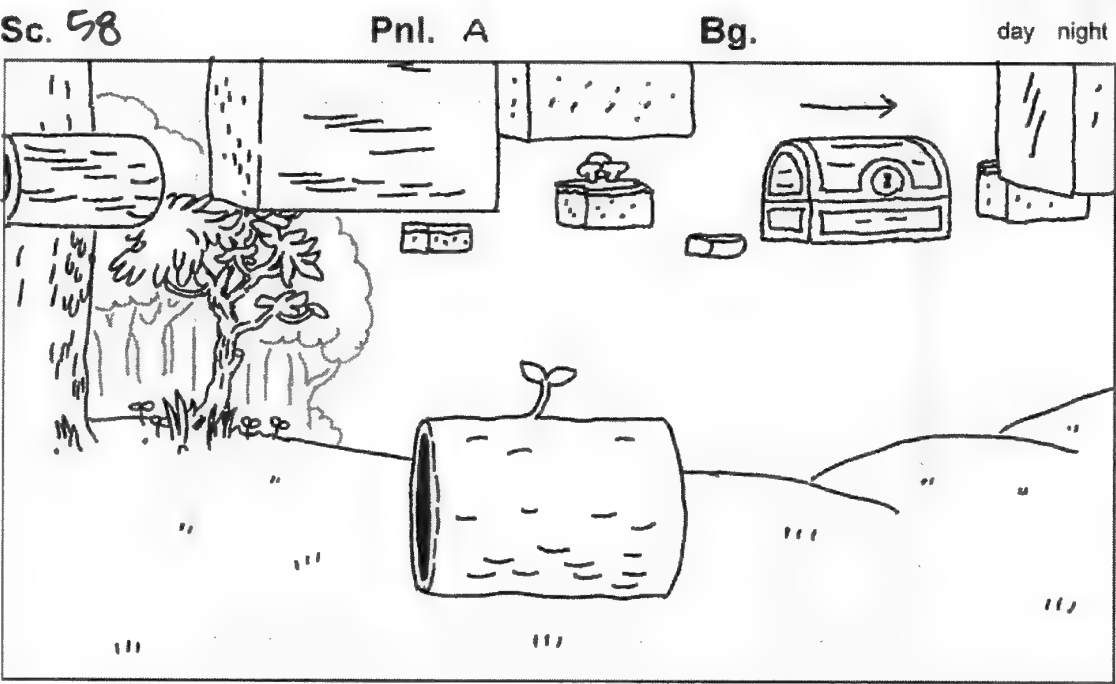
Pnl. 1

Bg.



|         |                                                                       |
|---------|-----------------------------------------------------------------------|
| Dialog: |                                                                       |
| Action: | <div>→ (ADJ) →</div> <div>(KING OF OOO'S CROWN'S<br/>IN THERE.)</div> |
| Timing: |                                                                       |

# ADVENTURE TIME



Dialog:

3 DIFFERENT LAYERS OF BRICKS MOVING AT DIFF. SPEEDS.

BRICKS PASSING OVERHEAD THROUGHOUT THIS SCENE.

EPISODE # 1025-168

Production :

# ADVENTURE TIME

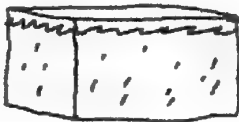
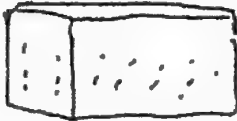


- BRICK LAYERS  
MOVING AT DIFF. SPEEDS  
FOR DEPTH.
- EARTH, WOOD, & STONE MOSTLY.  
(PLUS LOGS, A BARREL, AND A CHEST)

LAYER 1



LAYER 2



LAYER 3

1025-168  
EPISODE #  
Production :

# ADVENTURE TIME

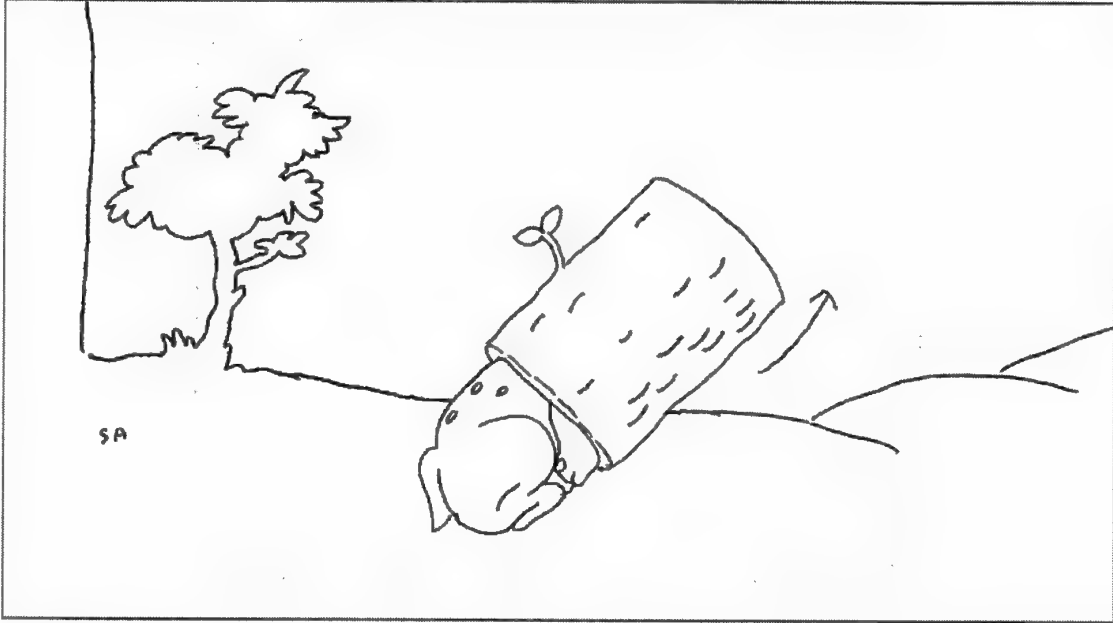


Sc. 58

Pnl. B

Bg.

day night

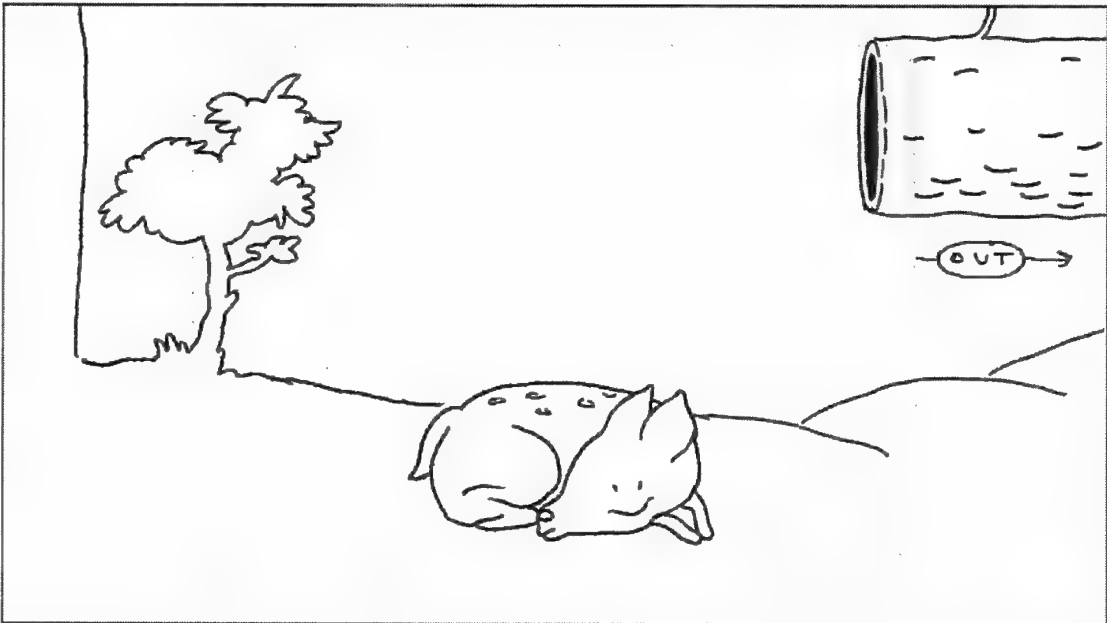


Sc. 98

Pnl. C

Bg.

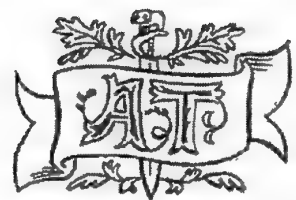
day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

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ADVENTURE TIME




Sc. 58

Pnl. D

Bg.

day night

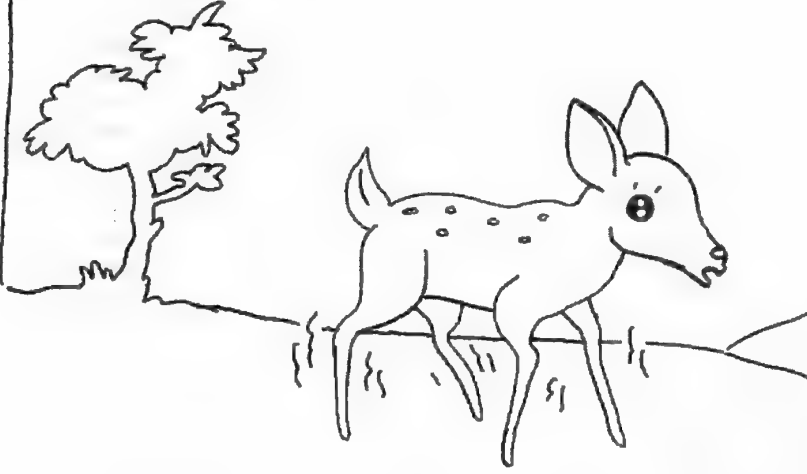


Sc. 58

Pnl. E

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

SHAKY

1025-168

EPISODE #

Production :



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ADVENTURE TIME

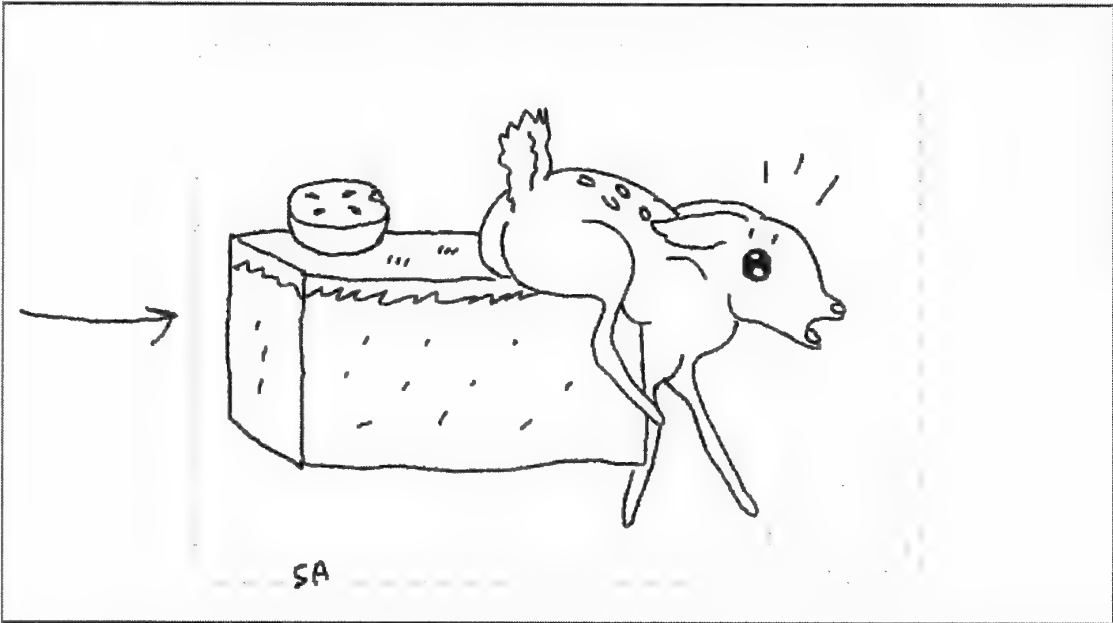


Sc. 58

Pnl. F

Bg.

day night

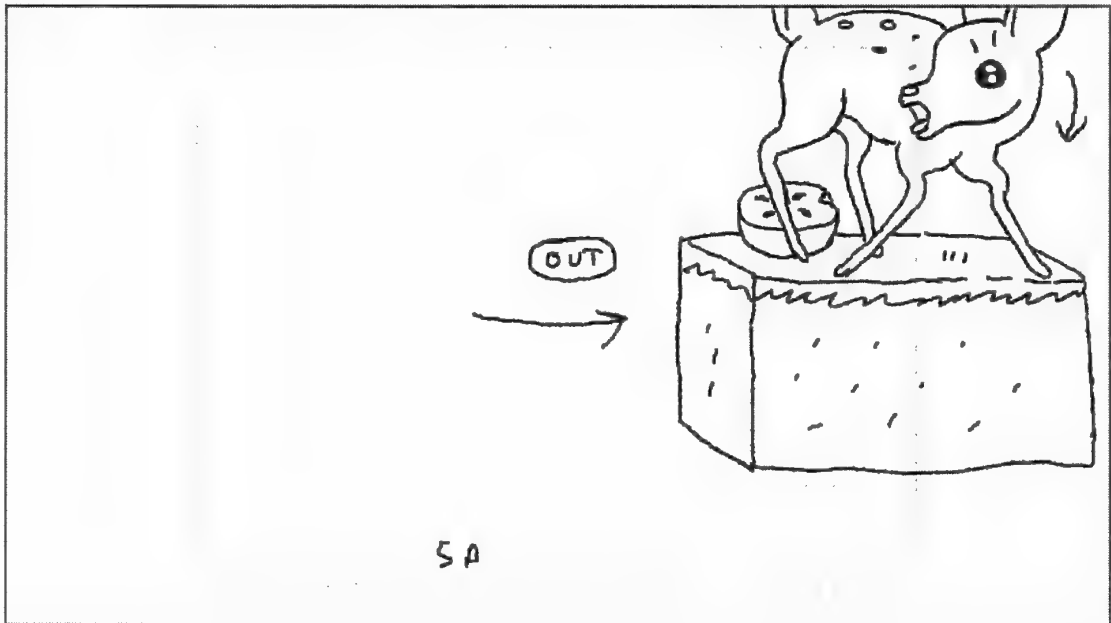


Sc. 58

Pnl. G

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1025-168

Production :

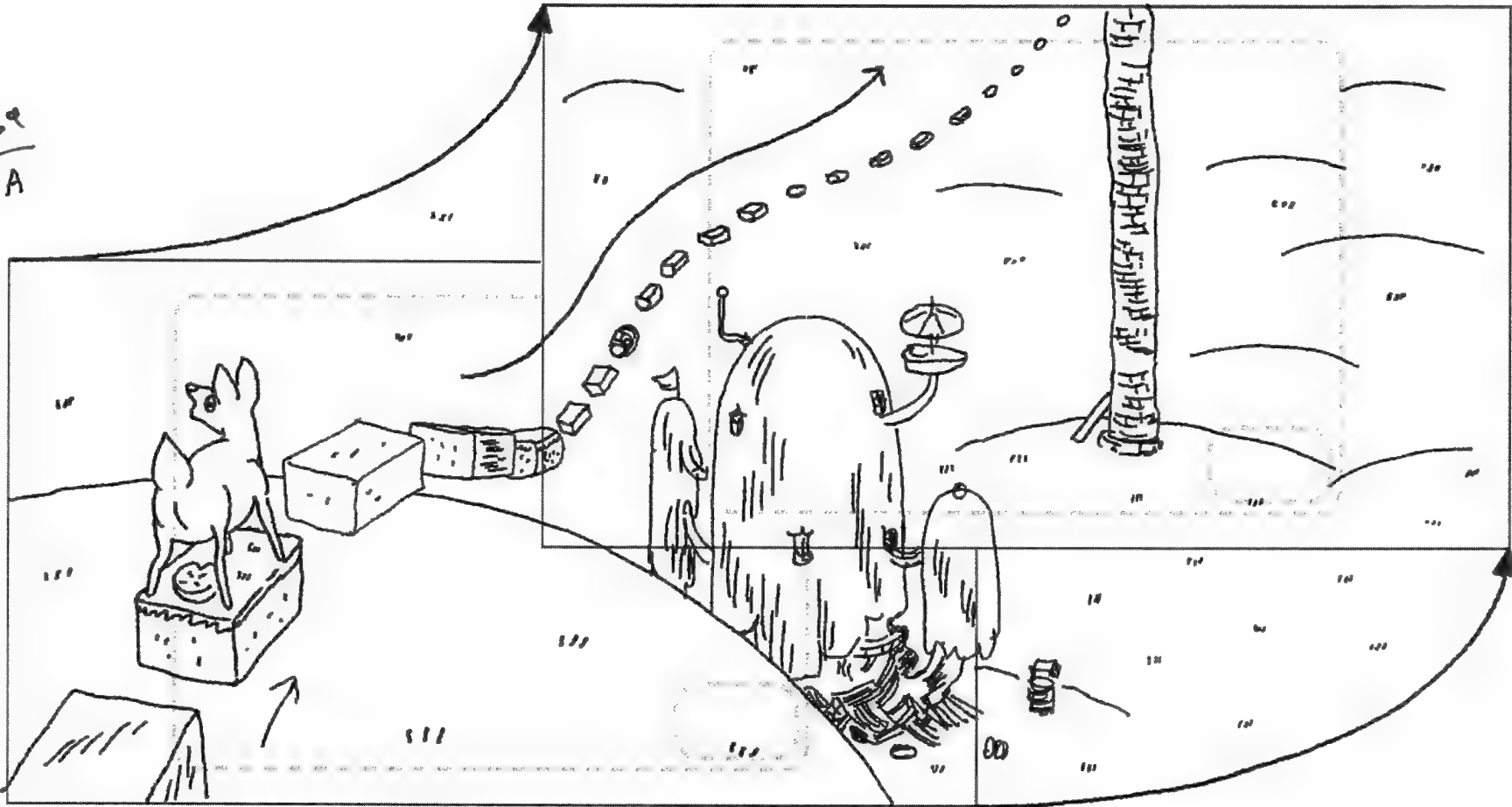
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ADVENTURE TIME



SC. 59  
PNL. B

SC. 59  
PNL. A



Dialog:

≡ MUSIC CONTINUES ≡

Action:

THE BRICKS TRAVEL  
SINGLE FILE OVER THE  
TREEHOUSE, LIKE ANTS

Timing:

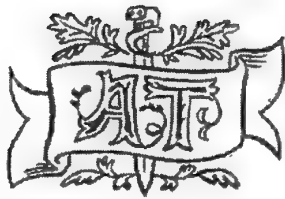
I GUESS THAT THIS HILL  
DOESN'T USUALLY EXIST!  
IS THAT COOL?

Production :

EPISODE #

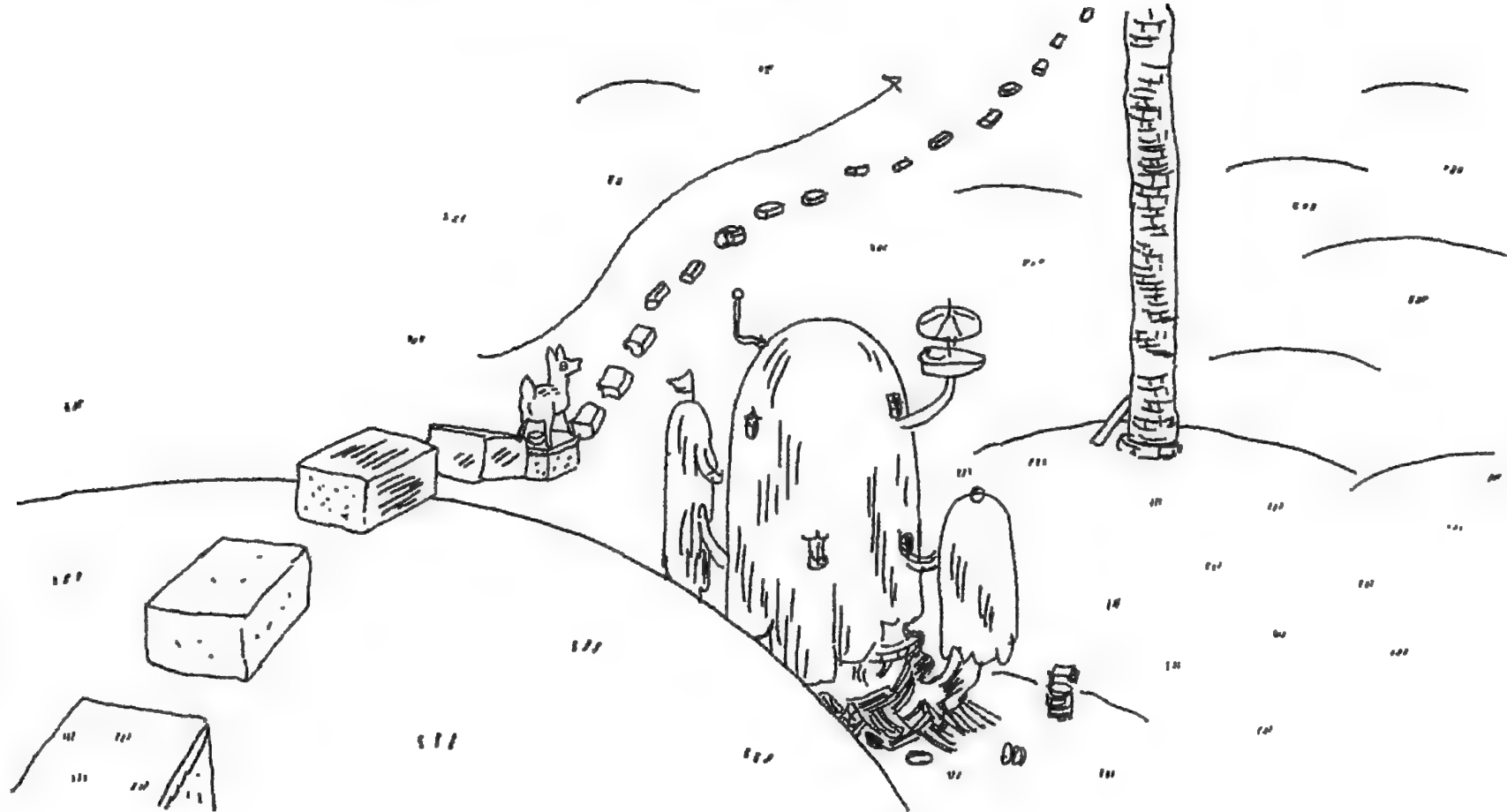
1025-168

ADVENTURE TIME



Sc. 99

Page 93



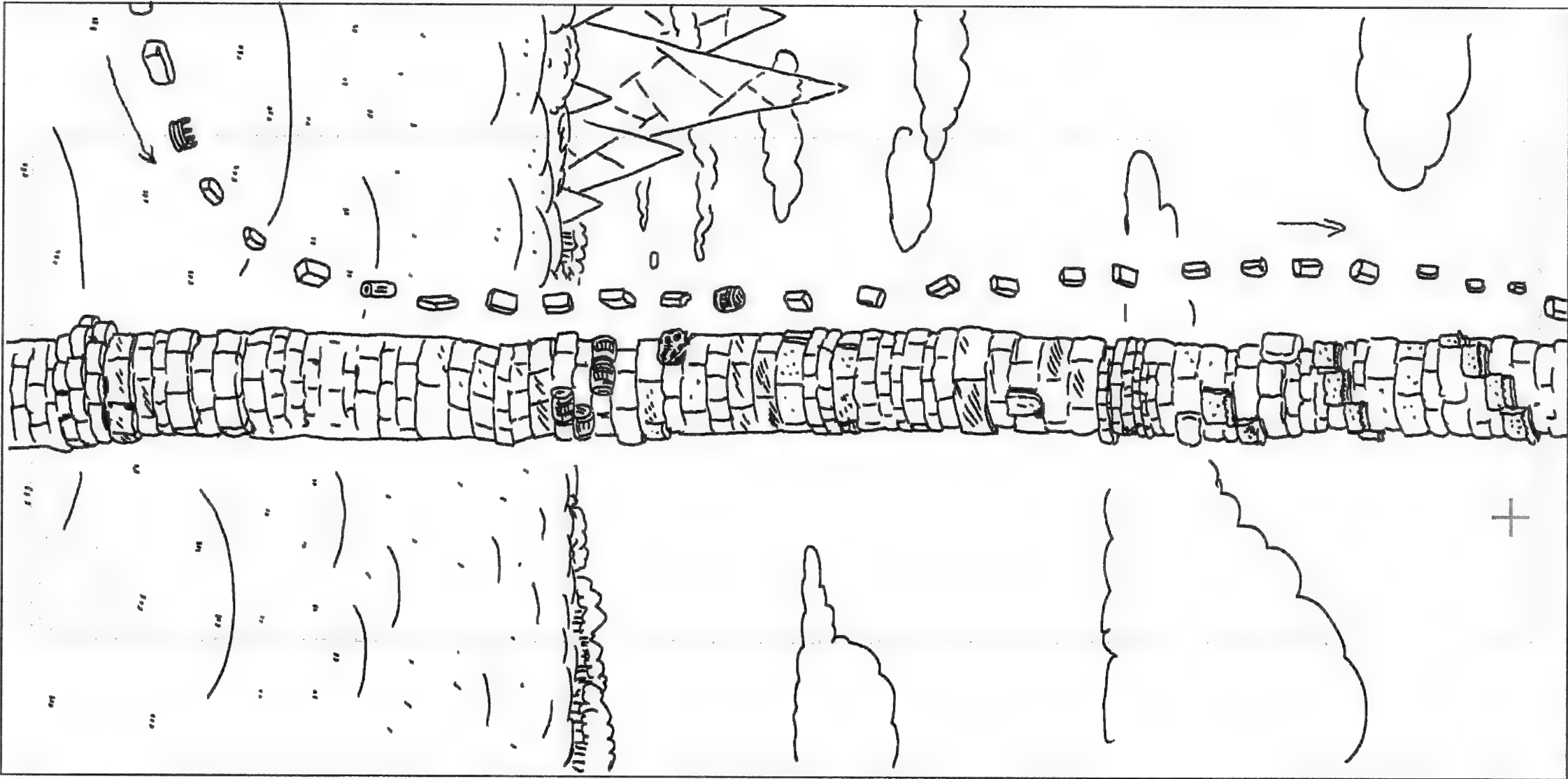
END  
POS.

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

Production :  
EPISODE # 1025-168

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ADVENTURE TIME



Sc. 60

Pnl. A

Bg.

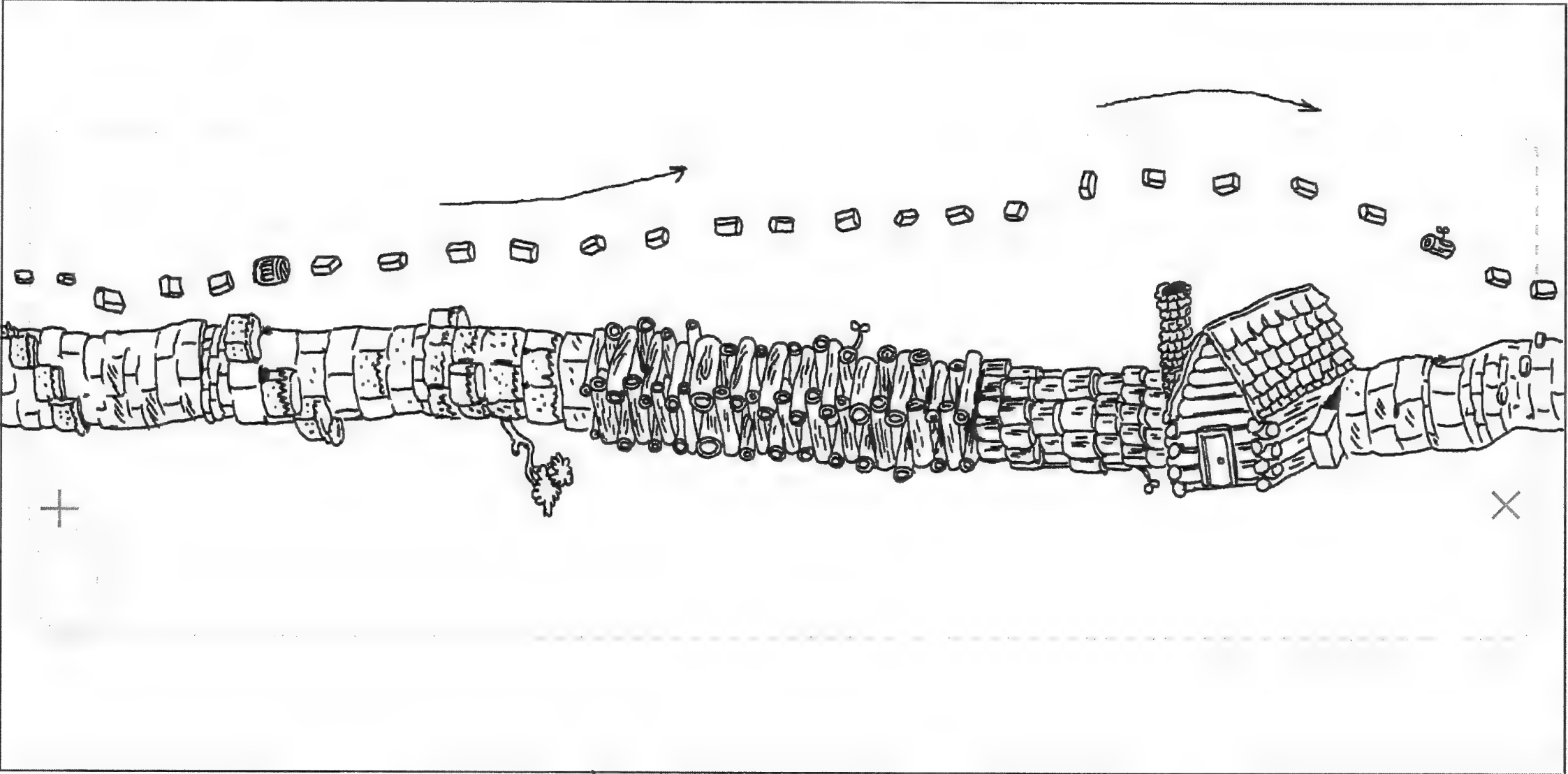
day night

Production : 1025-168 EPISODE # 891-5201

— ADJ —>

!! INIGHT BE DRAWING  
BRICKS TO BIA  
IN THESE PANS! s.w. !!

ADVENTURE TIME



—ADJ→

wood

Sc. 6

Pl. B

Bg.

day night

EPISODE #

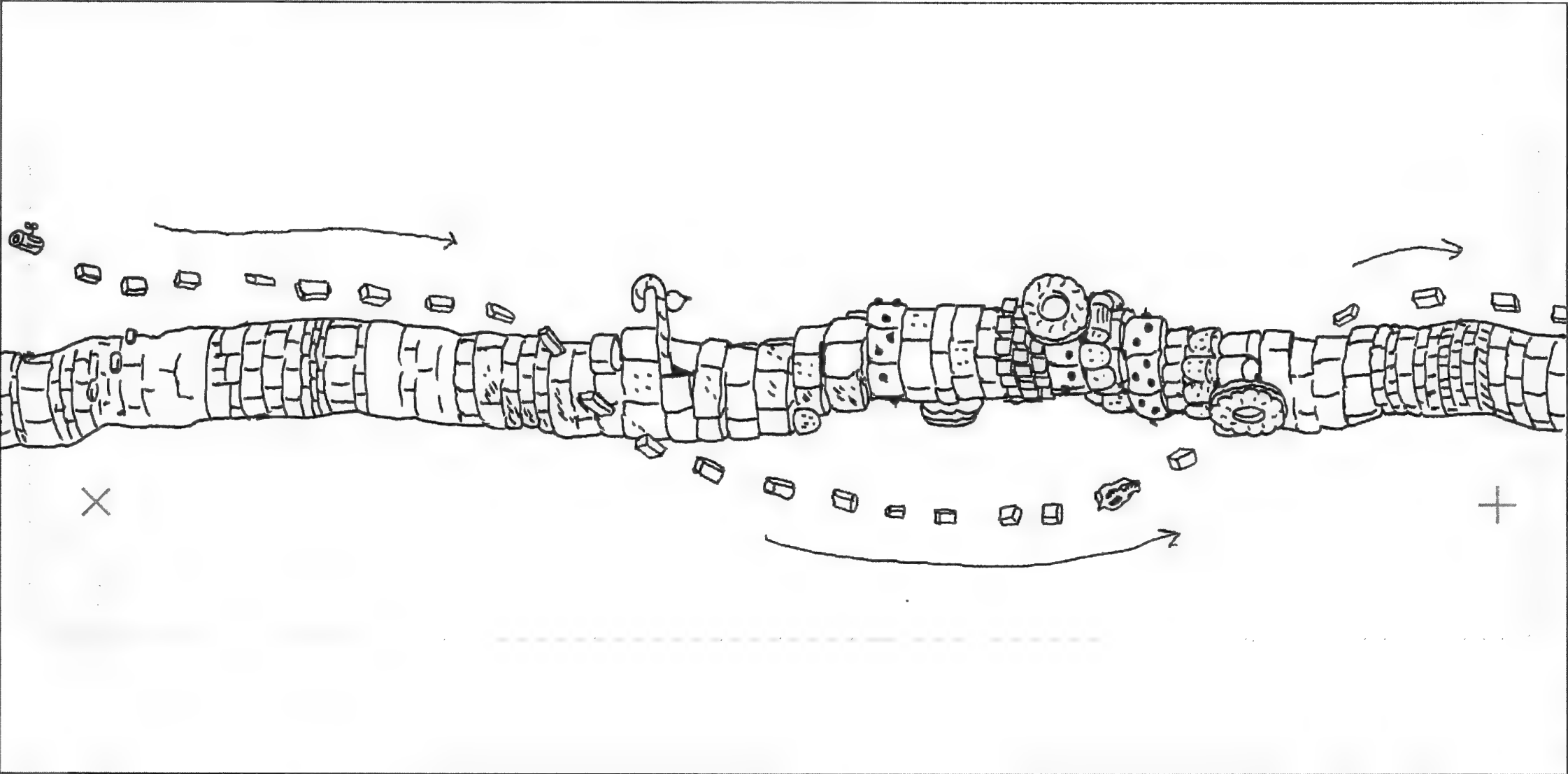
Production :

1025-168

# ADVENTURE TIME



Page 96



Sc. 6<sup>b</sup>

Pnl. B

Bg.

day night

Production :

EPISODE #

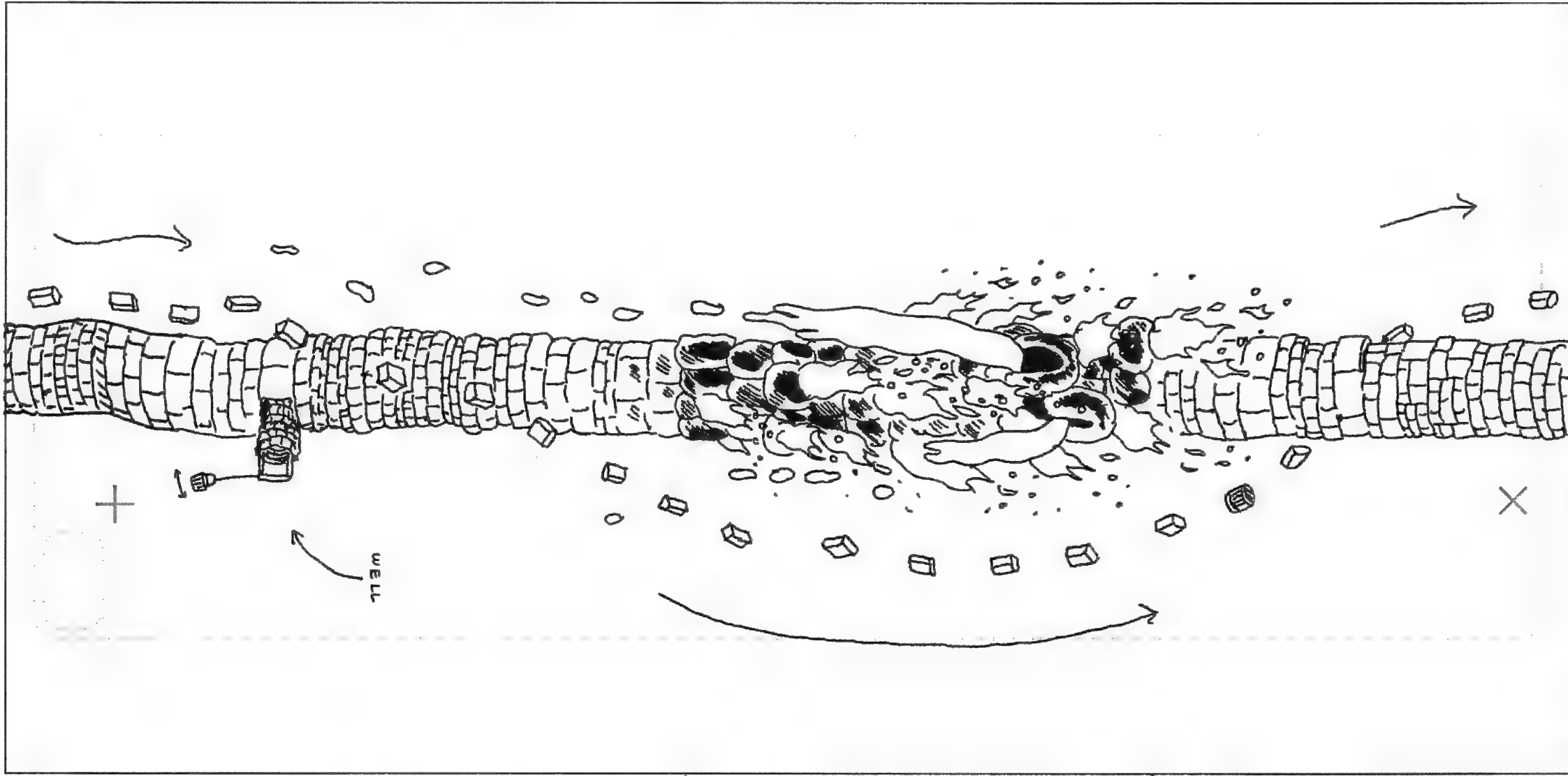
1025-168

—ADJ→

CANDY BRICKS. THE ROUND ONES ARE THOSE SHORTBREAD SANDWICH COOKIES WITH JAM IN THE CENTRE. "JAMMY DODGERS".

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ADVENTURE TIME



—ADJ→

FROM THE FIRE KINGDOM,  
FIRE SHOOTING UP, LAVA FLOWING DOWN.

Sc. 60

Pnl. C

Bg.

day night

EPISODE #

Production :

1025-168

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ADVENTURE TIME

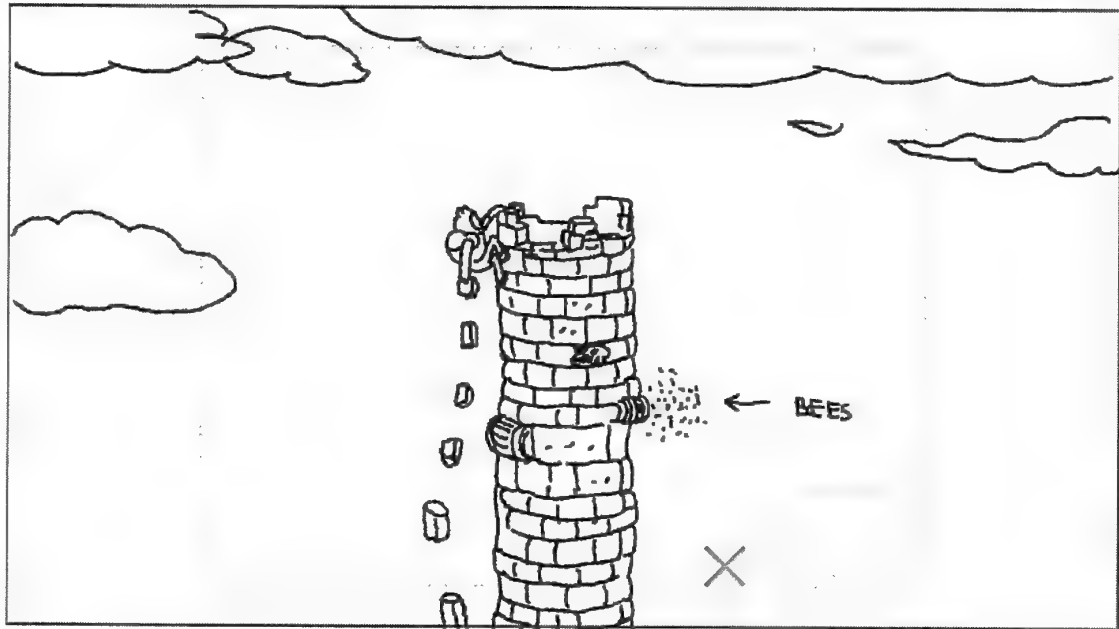


Sc. 60

Pnl. D

Bg.

day night

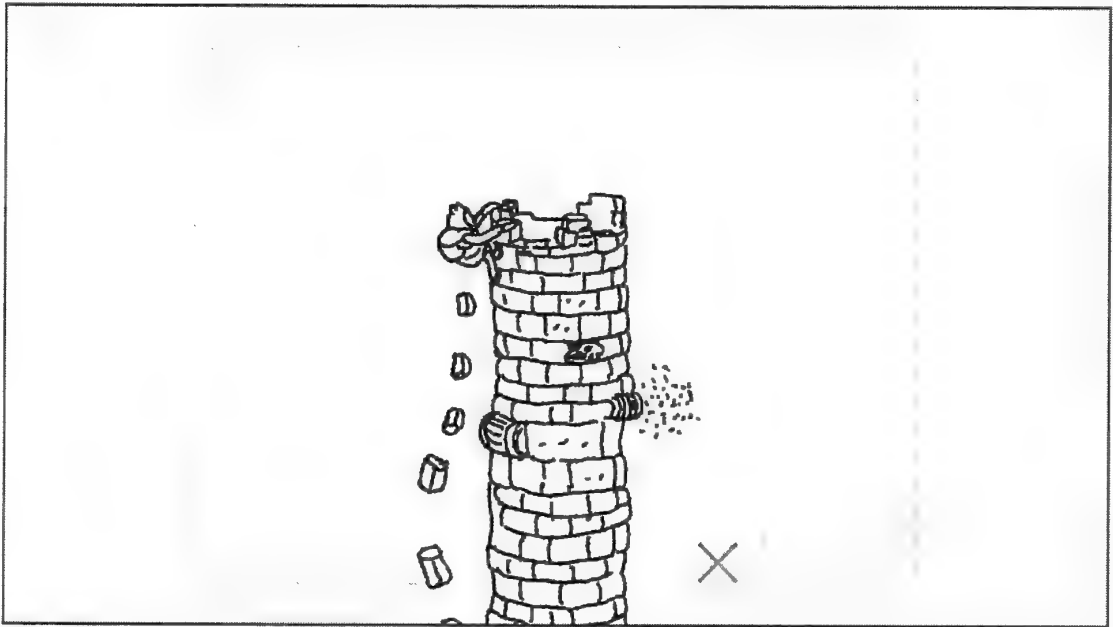


Sc. 60

Pnl. E

Bg.

day night



Dialog:

♪ BABY'S BUILDING A TOWER INTO SPACE, ♪

Action:

PLACES BRICK  
(MAYBE PLACES A  
SECOND ONE TOO?)

Timing:

1025-168

EPISODE #

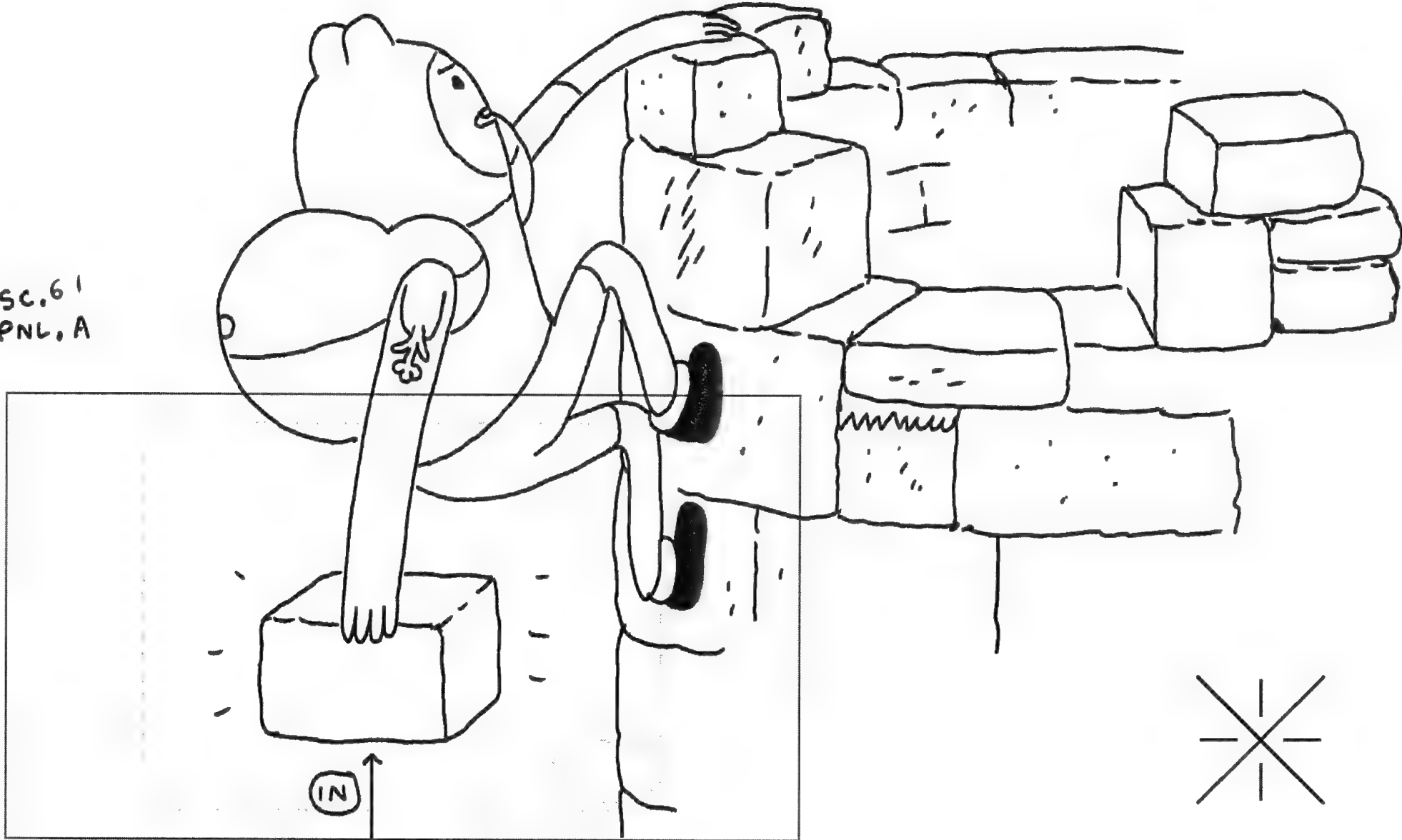
Production :



# ADVENTURE TIME



Sc. 61  
PNL. A



Production :

EPISODE #

1025-168

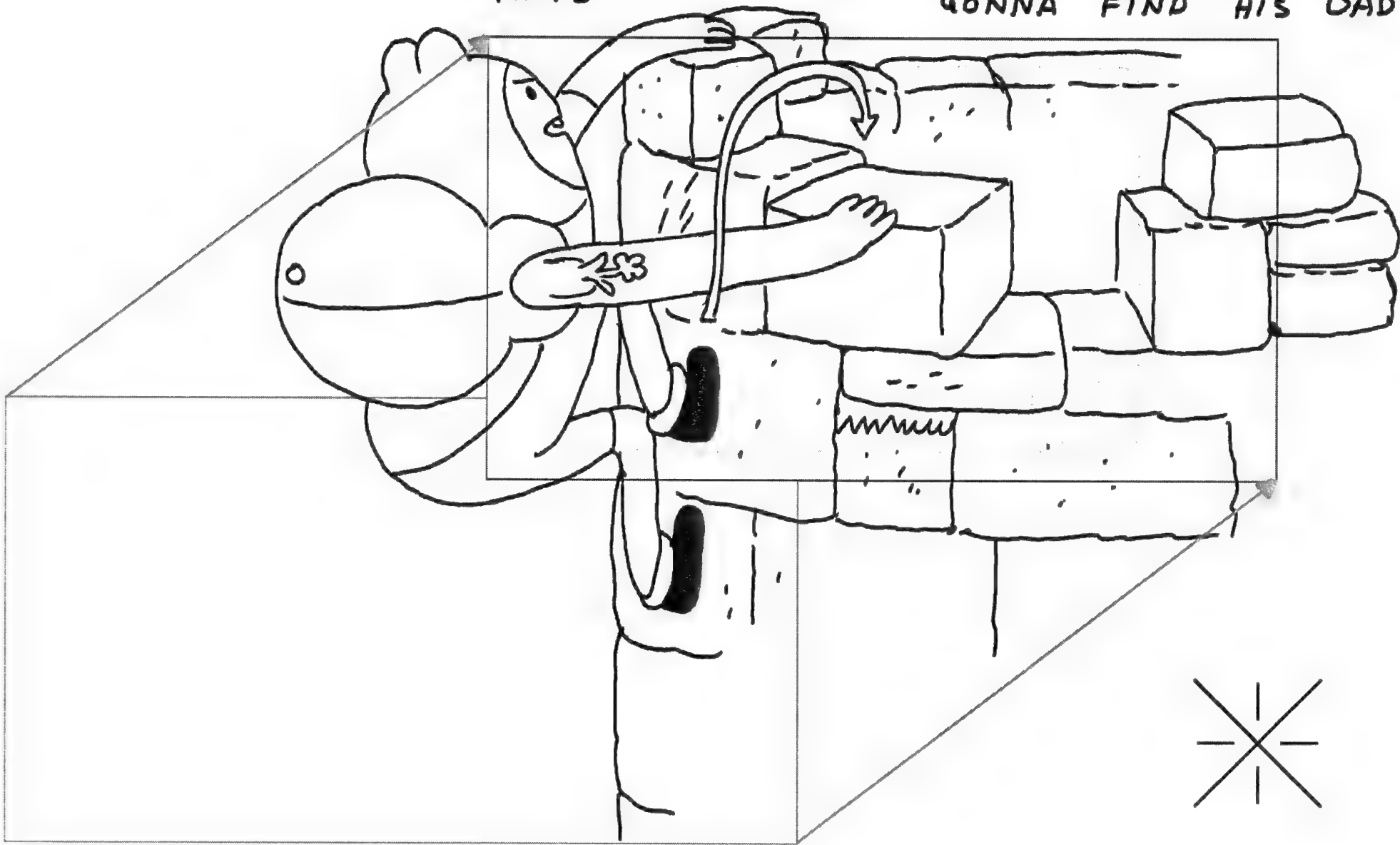
ADVENTURE TIME



ⓕ

SC. 61  
PNL. B

SPACE S'WHERE HE'S  
GONNA FIND HIS DAD! ♪

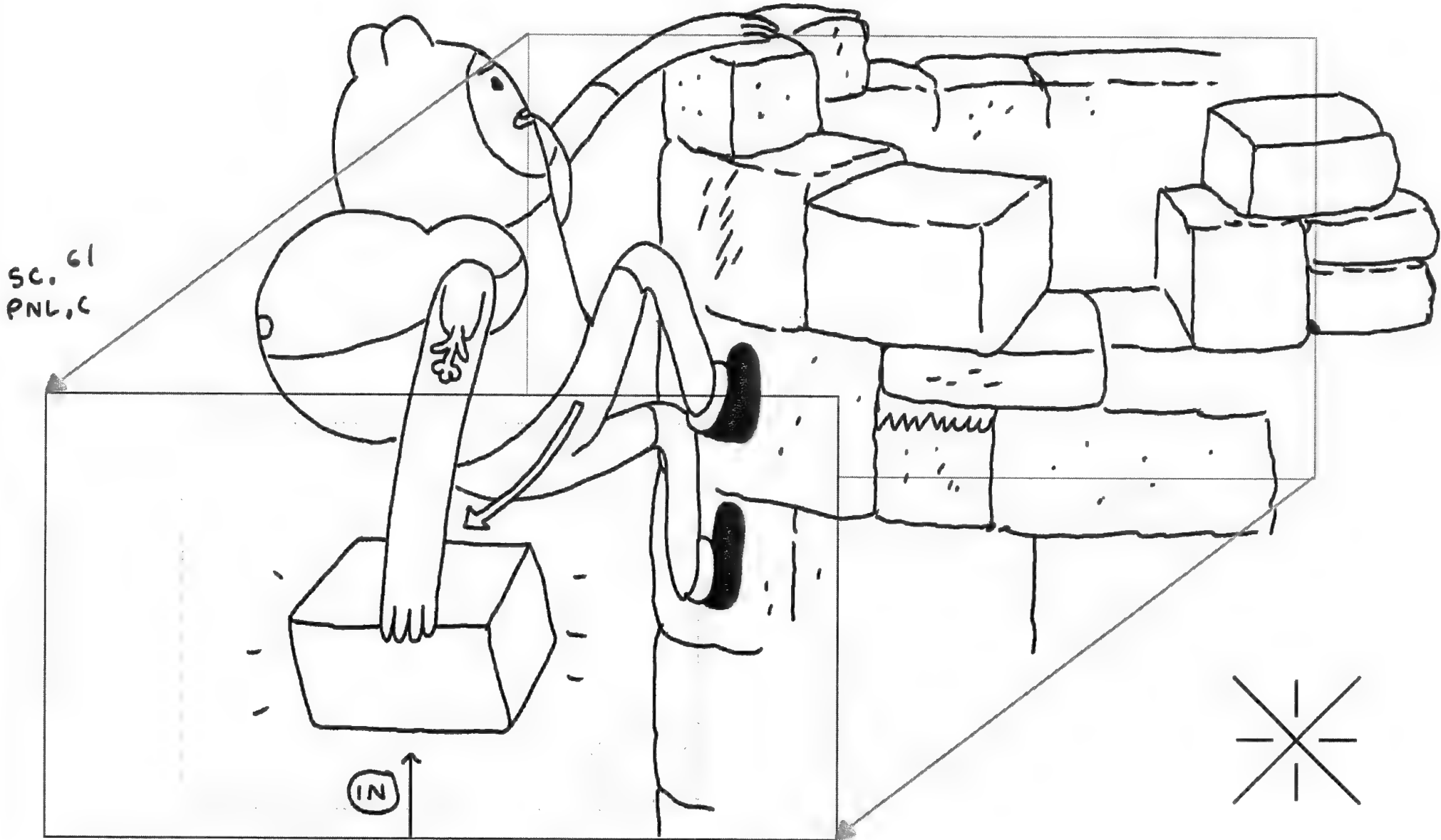
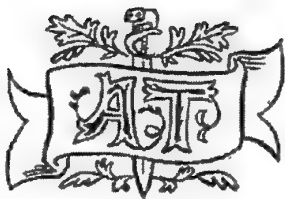


Production :

EPISODE #

1025-168

ADVENTURE TIME



Production :

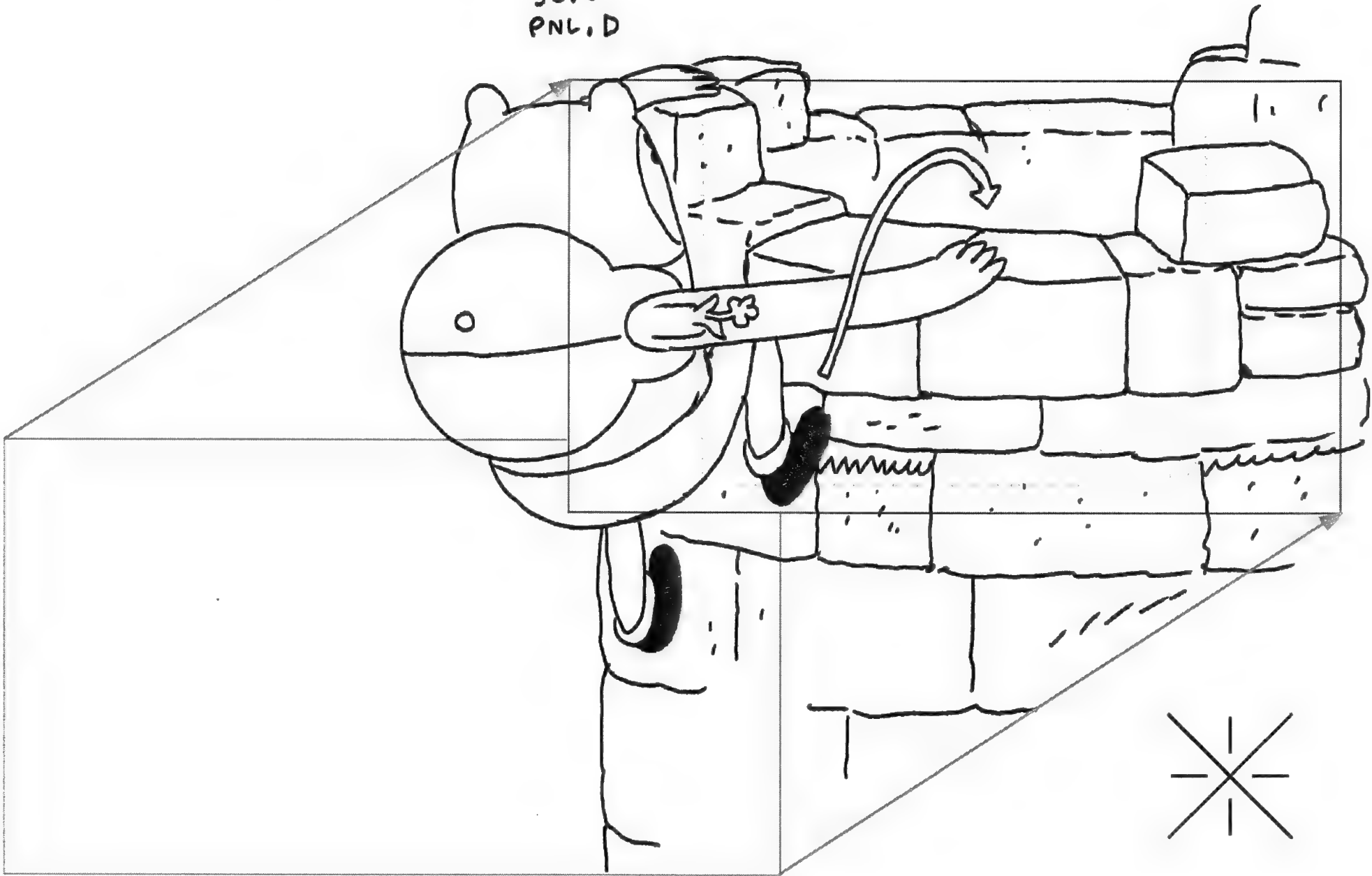
EPISODE #

1025-168

ADVENTURE TIME



SC. 61  
PNL. D

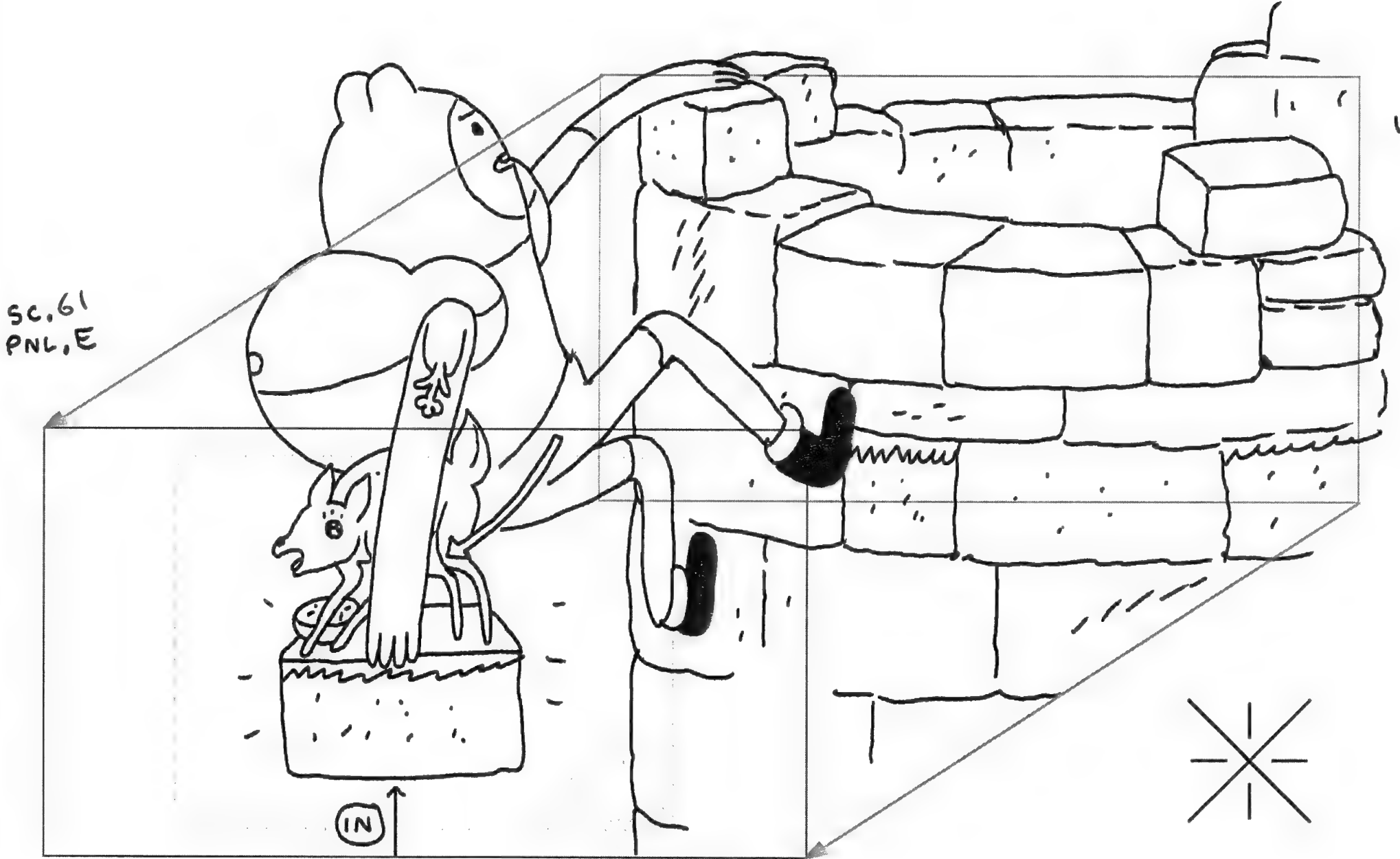


Production :

EPISODE #

1025-168

ADVENTURE TIME



Production :

EPISODE #

1025-168

ADVENTURE

TIME



SC. 61  
PNL. F

Page 109



Production :

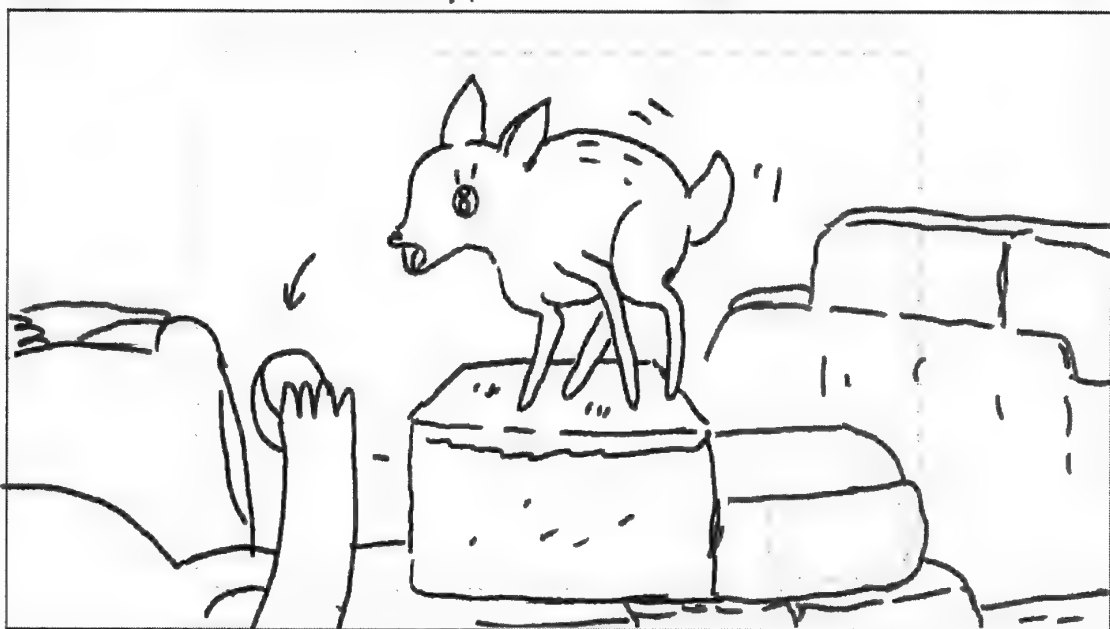
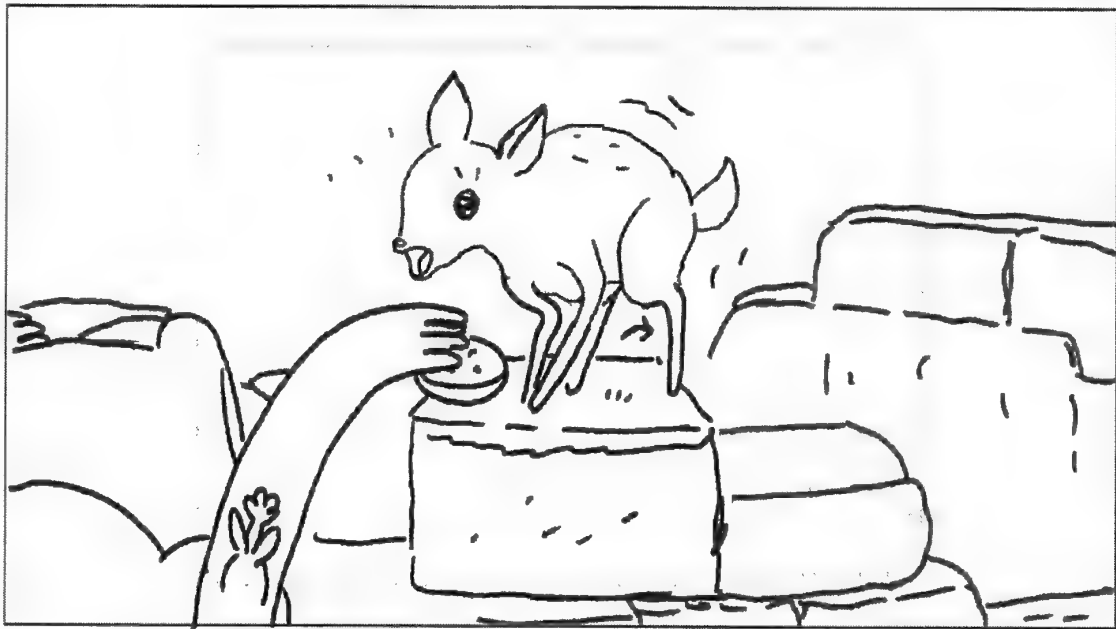
EPISODE #

1025-168

ADVENTURE TIME



Sc. 61 Pnl. G Bg. day night Sc. 61 Pnl. H Bg. day night



|                        |
|------------------------|
| Dialog:                |
| ♪ DADDY'S GOT AN ARM , |
| Action:                |
| FINN GRABS APPLE SLICE |
| Timing:                |

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Sc. 62

Pnl. A

Bg.

day night

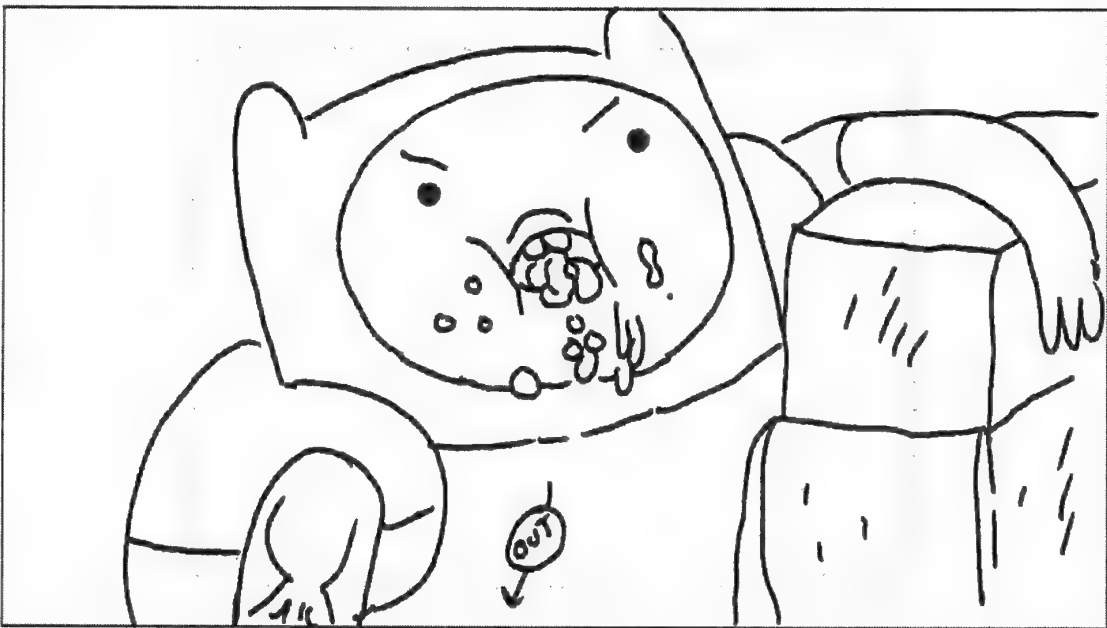


Sc. 62

Pnl. B

Bg.

day night



Dialog:

AND BABY'S

Action:

Timing:

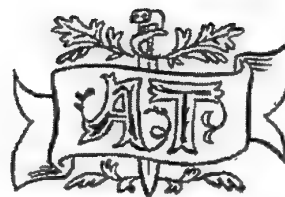
EPISODE #

Production :



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# ADVENTURE TIME



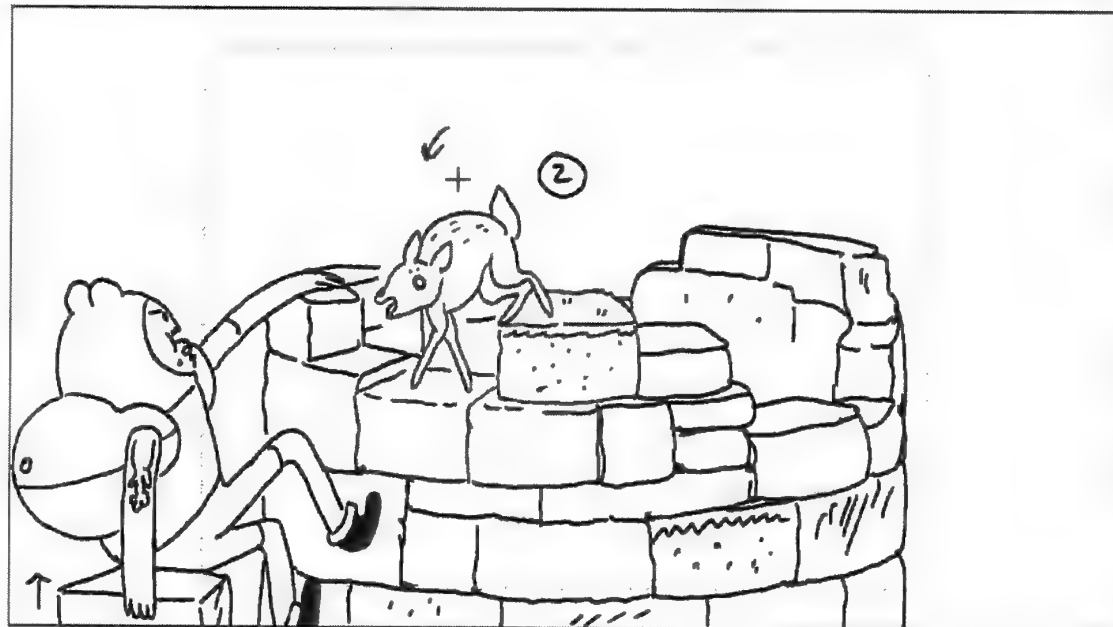
Page 107

Sc. 63

Pnl. A

Bg.

day night

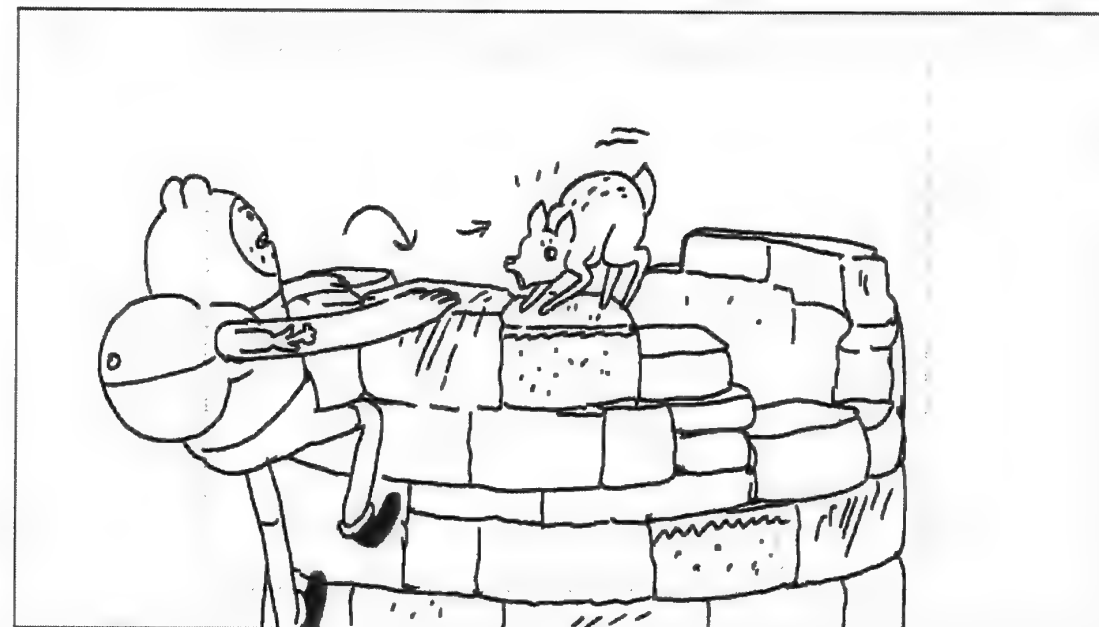


Sc. 63

Pnl. B

Bg.

day night



Dialog:



GONNA HARM , HIS ARM ,



Action:



YOU WOULDN'T BELIEVE HOW  
SCARED THIS PREMIE DEER IS.

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

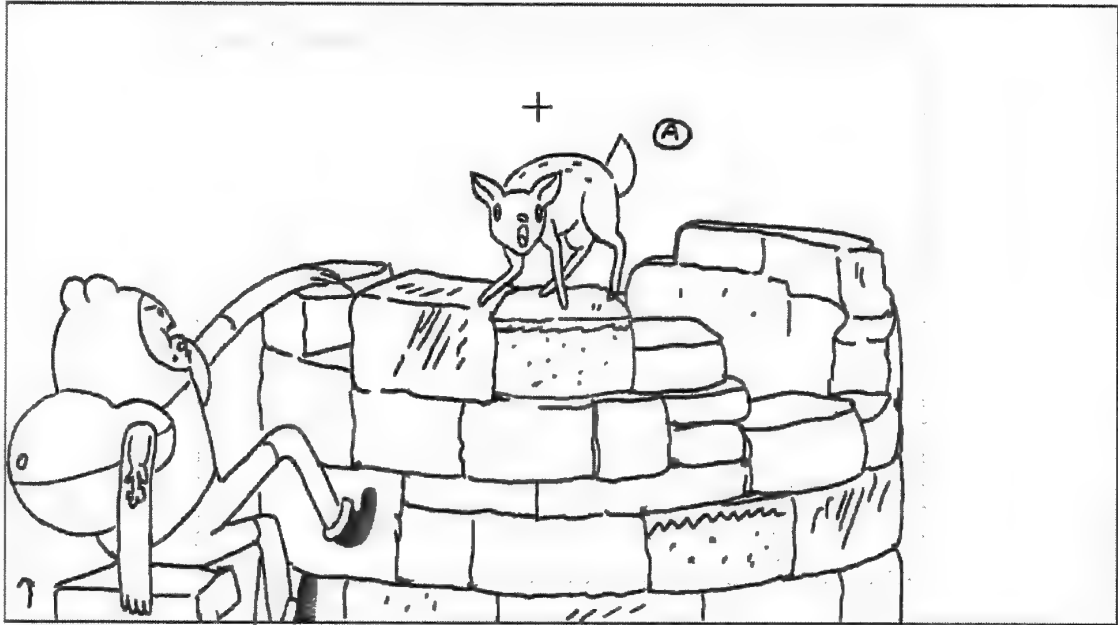


Sc. 63

Pnl. C

Bg.

day night



Sc. 63

Pnl. D

Bg.

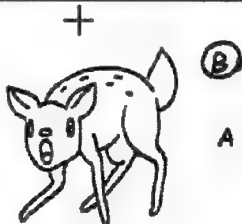
day night



Dialog:

Action:

Timing:



ABABABAB - REAL FAST

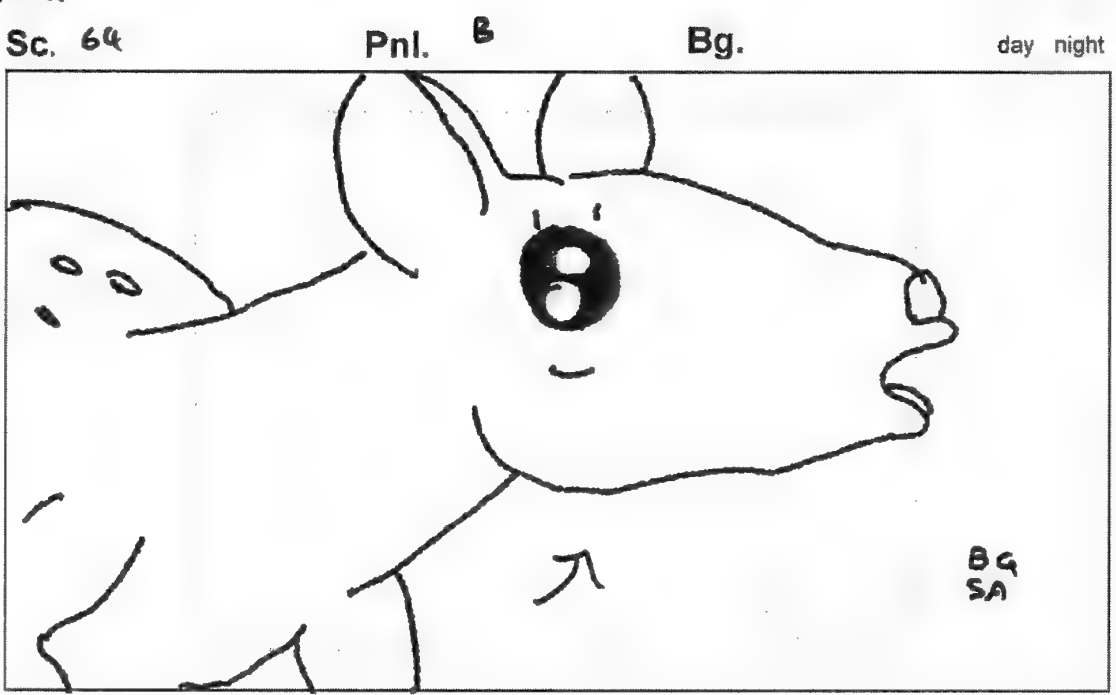
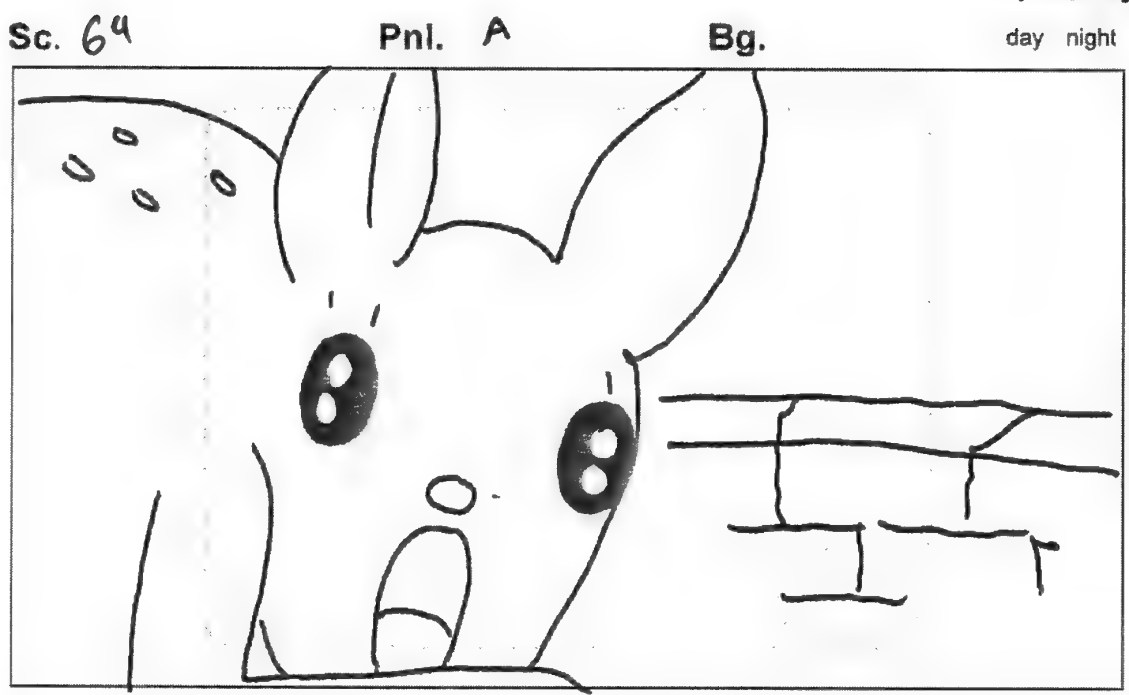
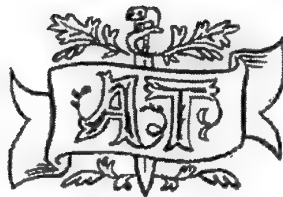
1025-168

EPISODE #

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# ADVENTURE TIME



|                                      |
|--------------------------------------|
| Dialog:                              |
| Action:<br>START pos. BREATHING FAST |
| Timing:                              |

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ADVENTURE TIME

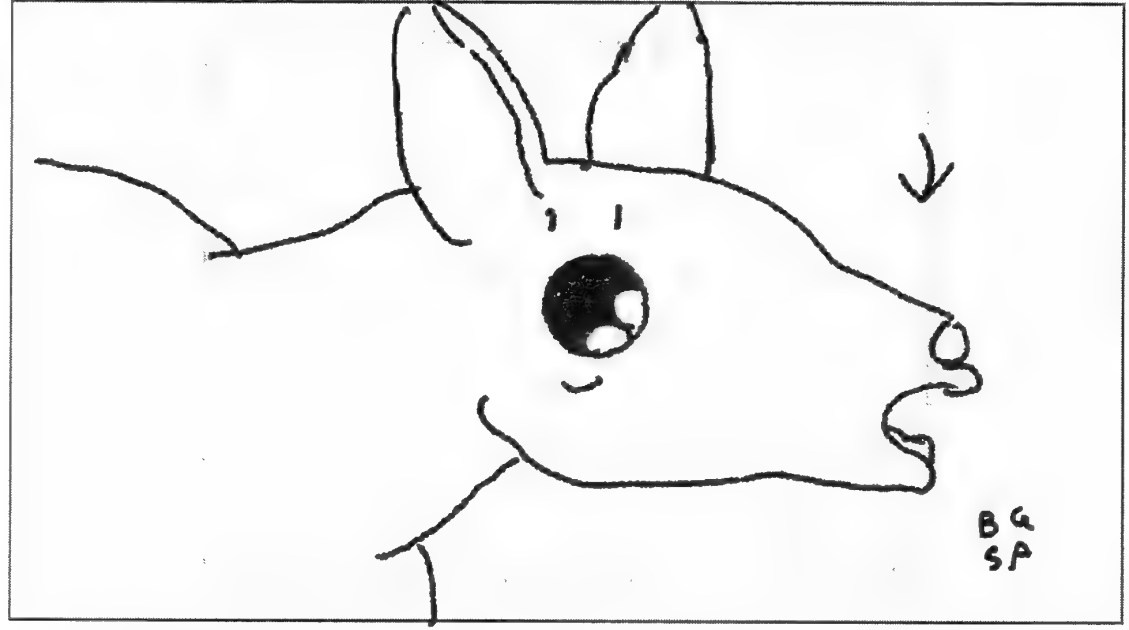


Sc. 6a

Pnl. C

Bg.

day night



Sc. 6a

Pnl. D

Bg.

day night



|                                                                                 |
|---------------------------------------------------------------------------------|
| <p>Dialog:</p> <p>⑤ BY TEARING IT OFF</p>                                       |
| <p>Action:</p> <p>LOOKS DOWN</p> <p>PREMIE DEAR STARTS LOWERING ITSELF DOWN</p> |
| <p>Timing:</p>                                                                  |

Production :

EPISODE #

1025-168

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# ADVENTURE TIME



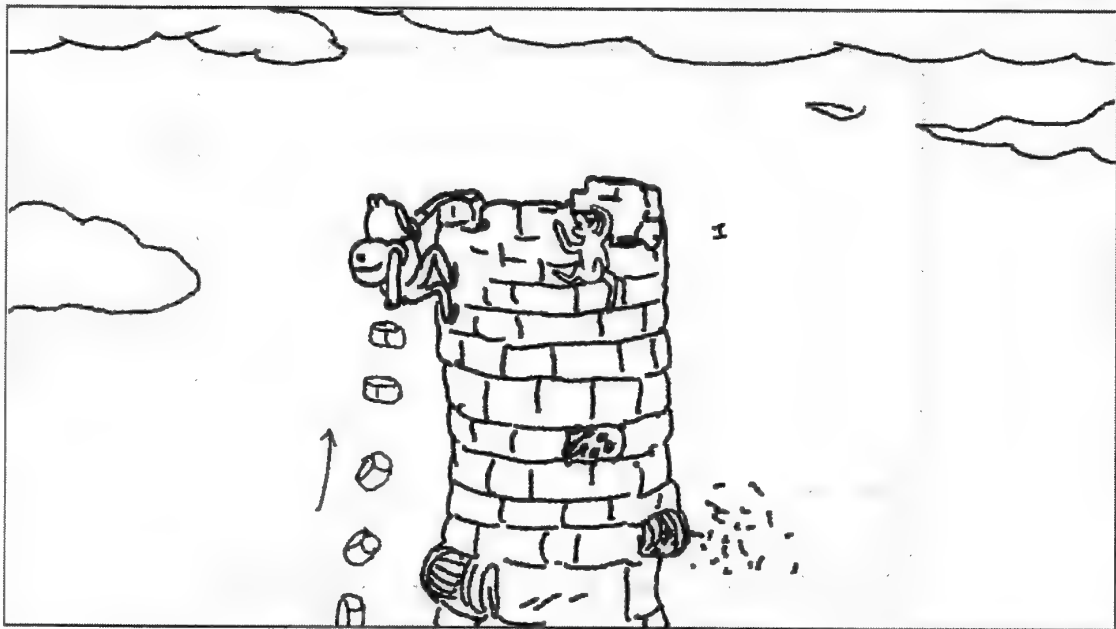
Page 111

Sc. 65

Pnl. A

Bg.

day night

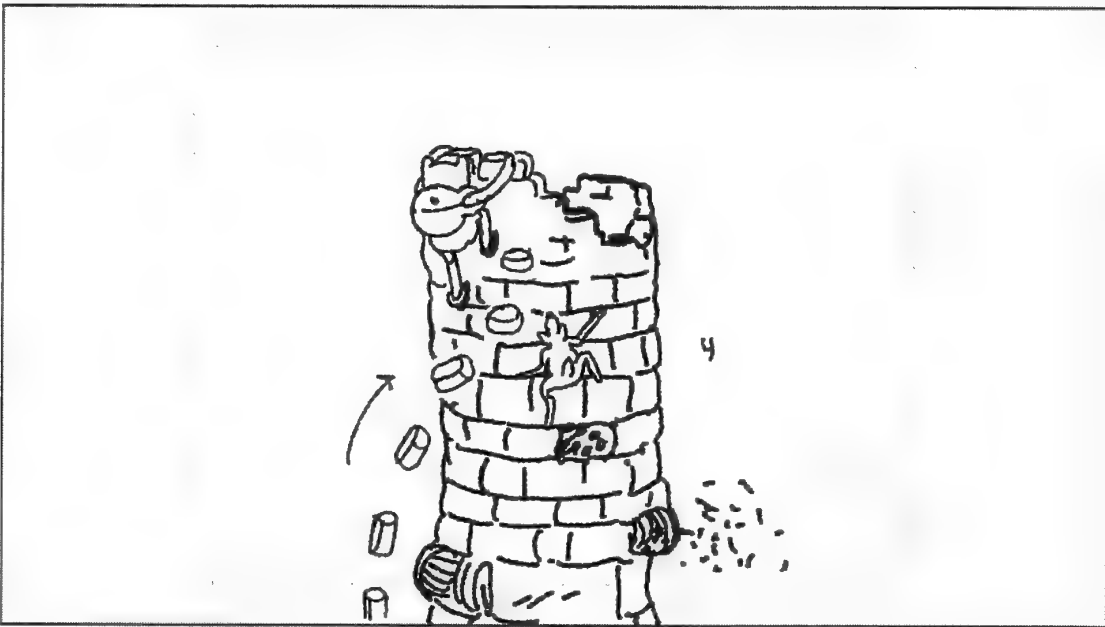


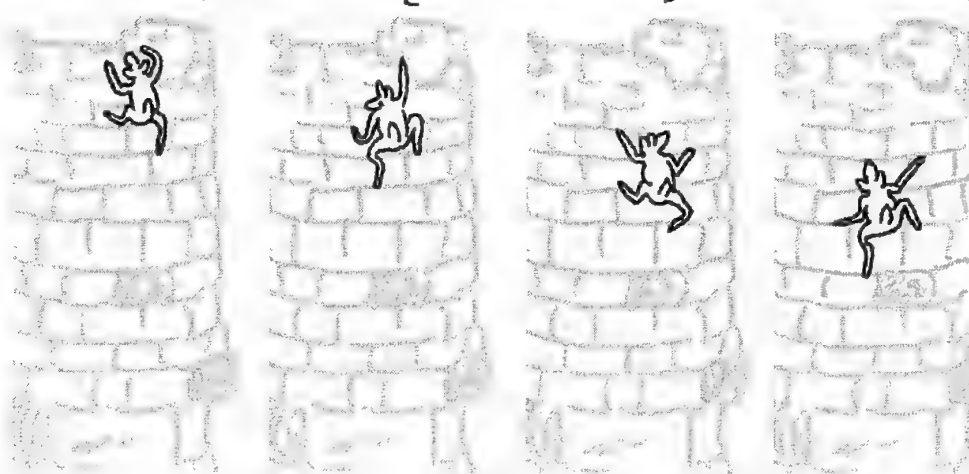
Sc. 65

Pnl. B

Bg.

day night



|         |                                                                                      |                                                                                                  |
|---------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Dialog: | HIS D A A A D 1 2 3 4                                                                | - STARTS THE SONG AGAIN, AT A HIGHER OCTAVE, "BABY'S BUILDING A TOWER INTO SPACE - SECOND VERSE" |
| Action: |  | - DEER SHAKILY CLIMBS DOWN.<br>- FINN STILL BUILDING                                             |
| Timing: |                                                                                      |                                                                                                  |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

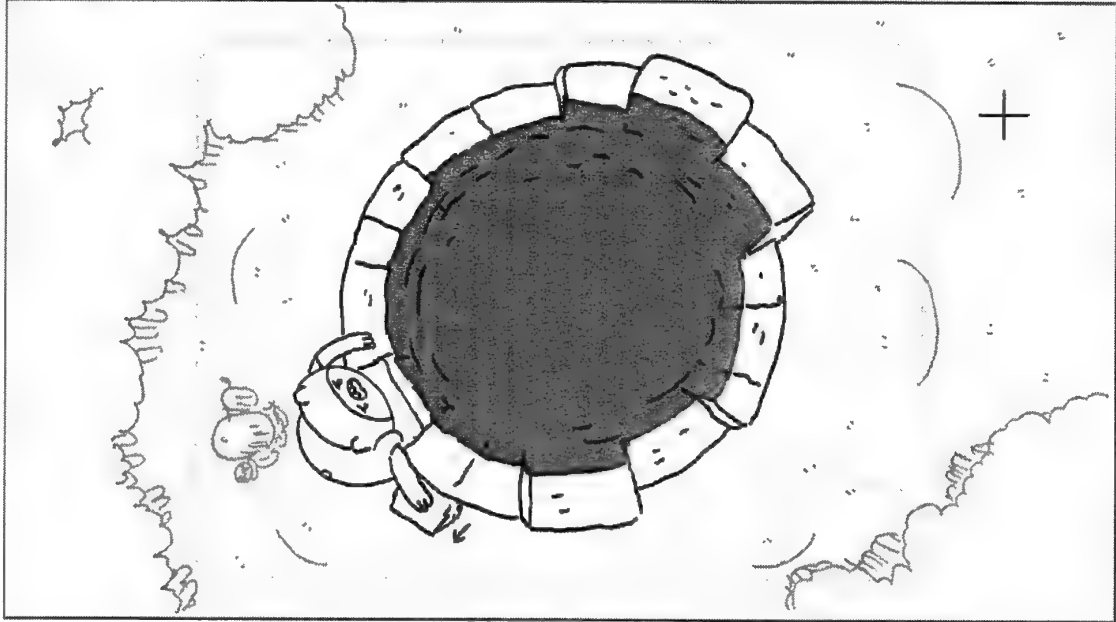


Sc. 66

Pnl. A

Bg.

day night

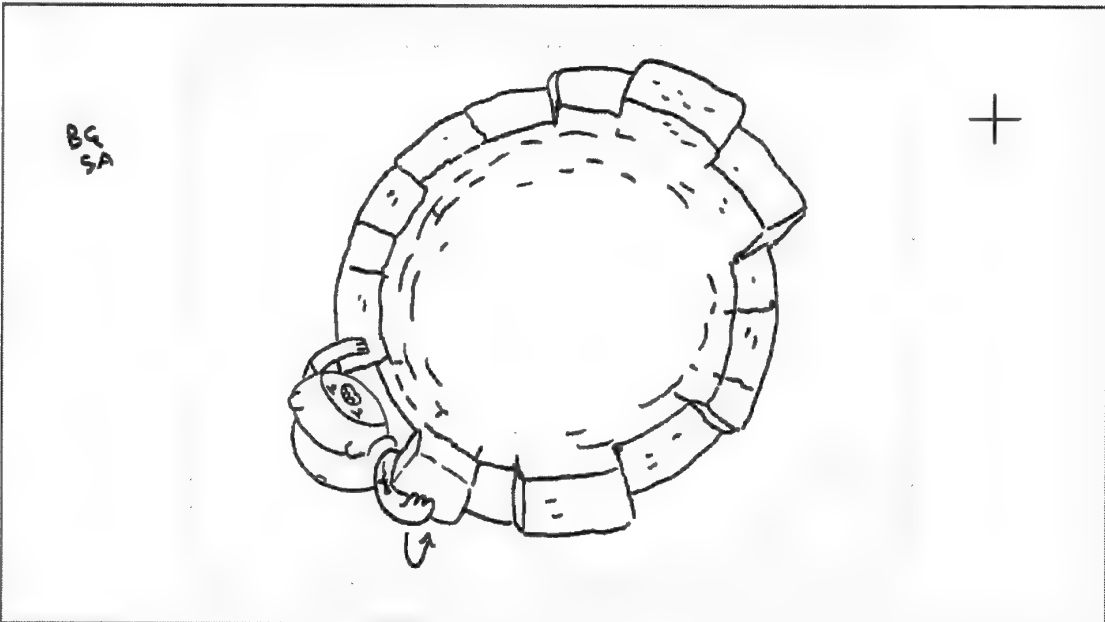


Sc. 66

Pnl. B

Bg.

day night



|             |            |
|-------------|------------|
| Dialog:     |            |
| Action:     |            |
| GRABS BRICK | LAYS BRICK |
| Timing:     |            |

EPISODE # 1025-168  
Production :

ADVENTURE TIME

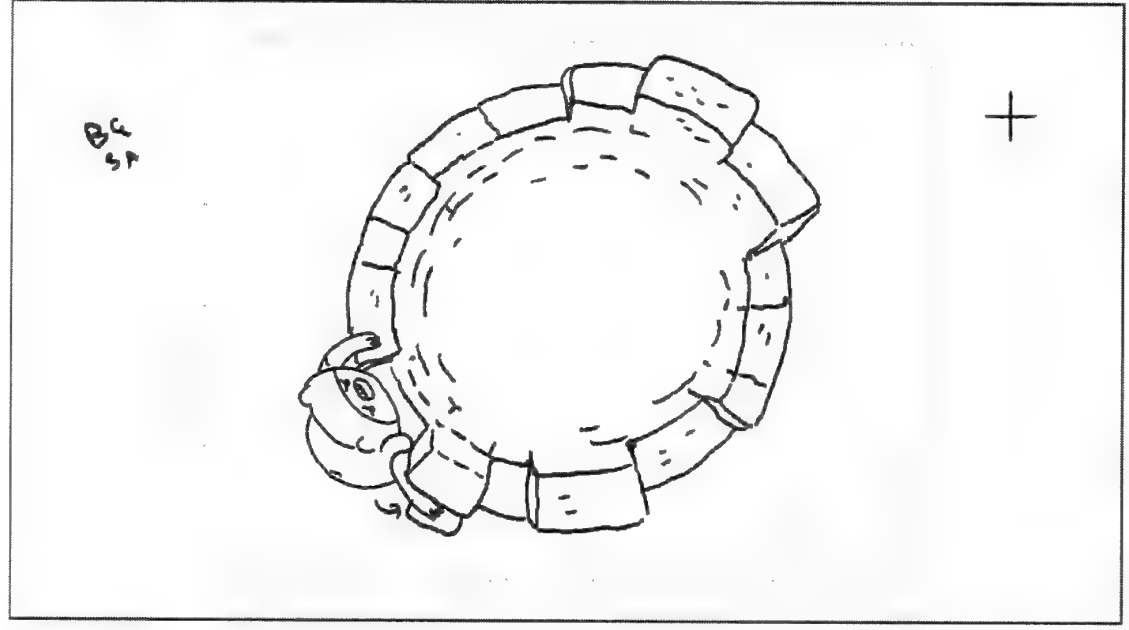


Sc. ~~66~~ 66

Pnl. C

Bg.

day night

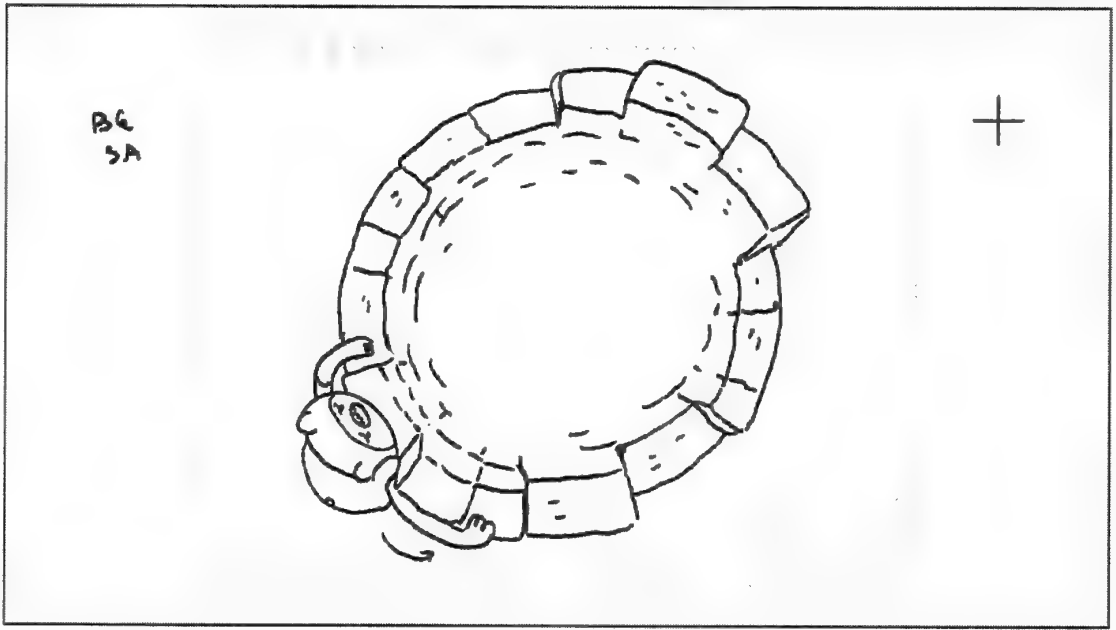


Sc. 66

Pnl. D

Bg.

day night



|         |       |
|---------|-------|
| Dialog: |       |
| Action: |       |
| GRABS   | BRICK |
| Timing: |       |
| LAYS    |       |
| BRICK   |       |

EPISODE # 1025-168  
Production :

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# ADVENTURE TIME

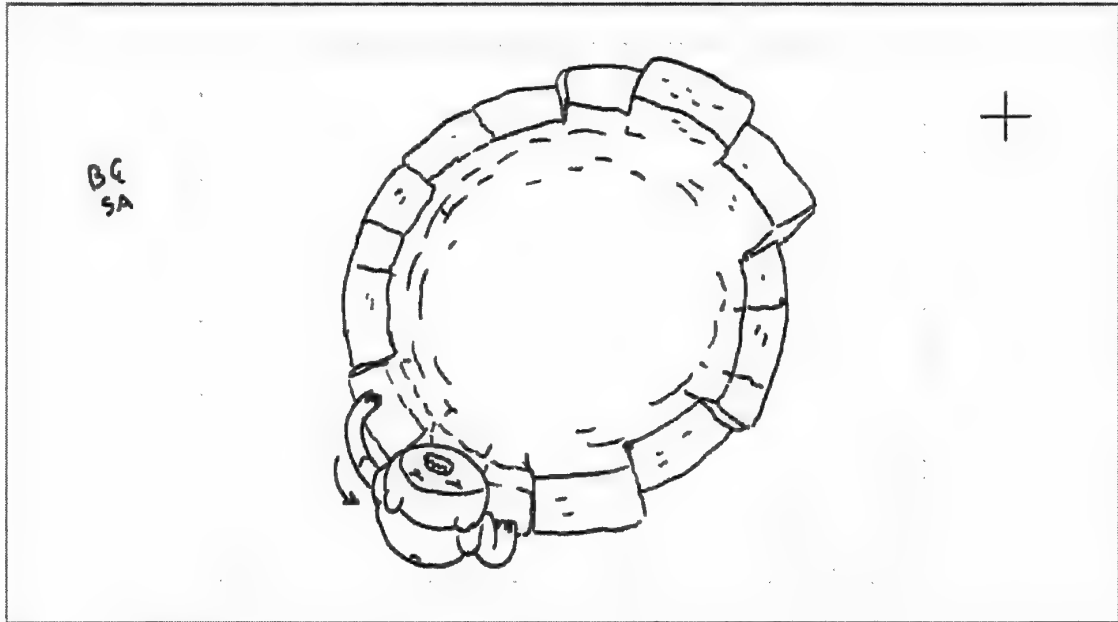


Sc. 66

Pnl. E

Bg.

day night

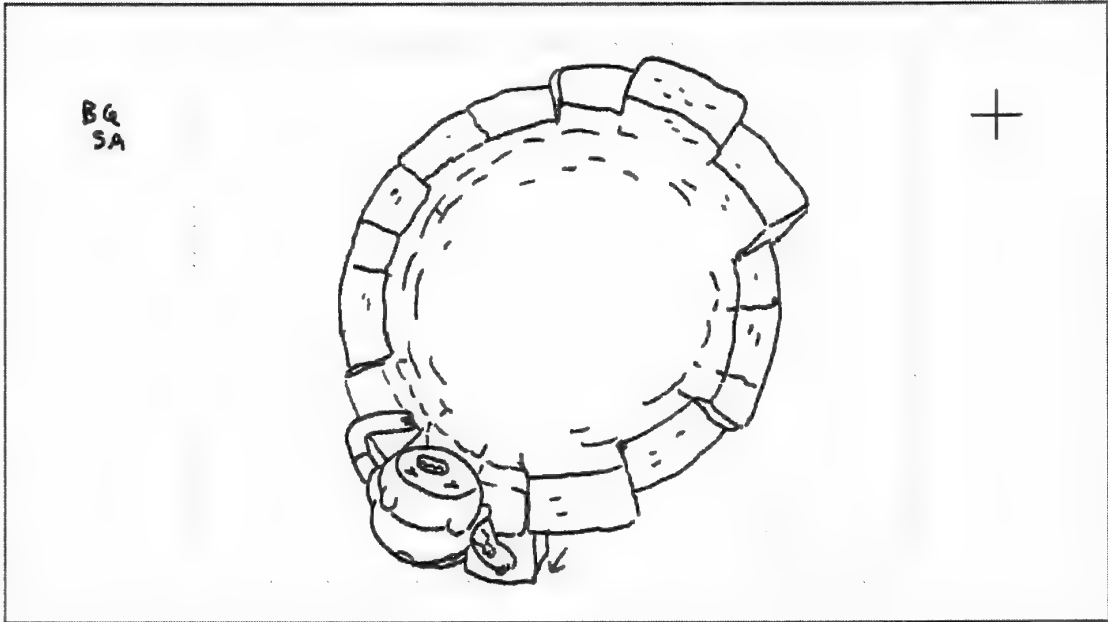


Sc. 66

Pnl. F

Bg.

day night



|                                                          |
|----------------------------------------------------------|
| Dialog:                                                  |
| Action:<br><div>SHIFTS OVER</div> <div>GRABS BRICK</div> |
| Timing:                                                  |

1025-168  
EPISODE #  
Production :



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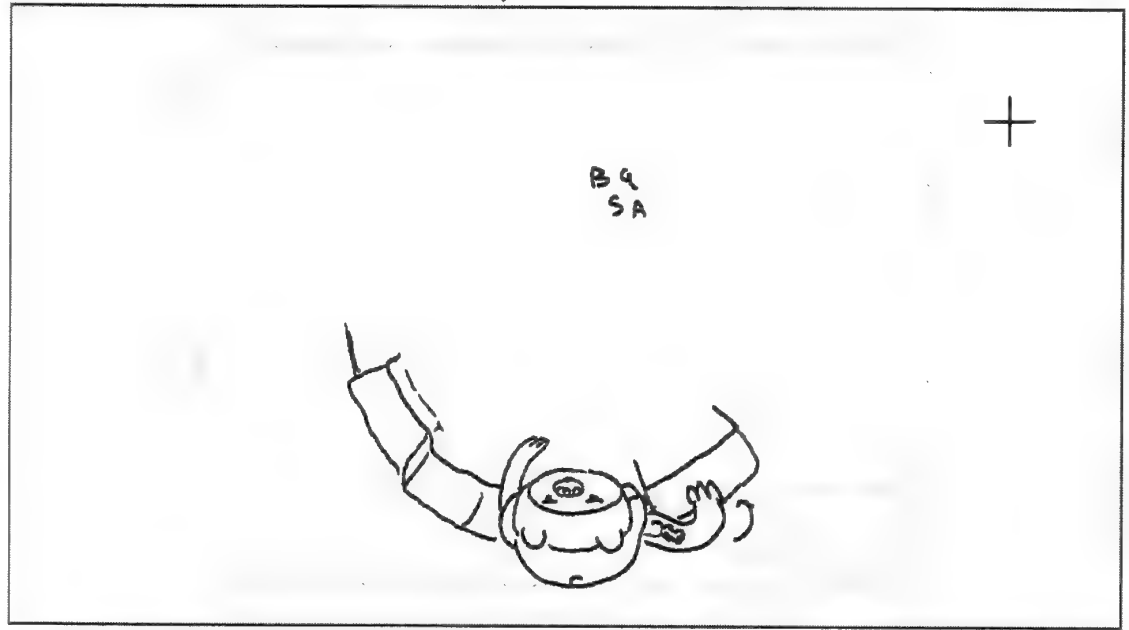


Sc. 66

Pnl. G

Bg.

day night

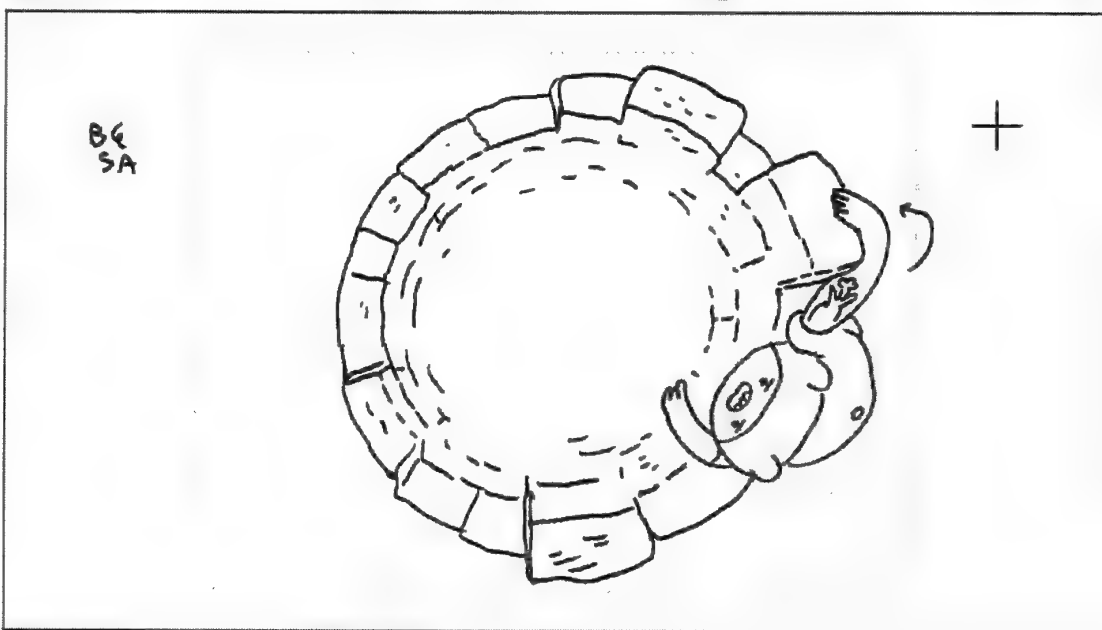


Sc. 66

Pnl. H

Bg.

day night



Dialog:

Action: REFER TO PREVIOUS BRICK LAYING POSES END POSE,

Timing:

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ADVENTURE TIME

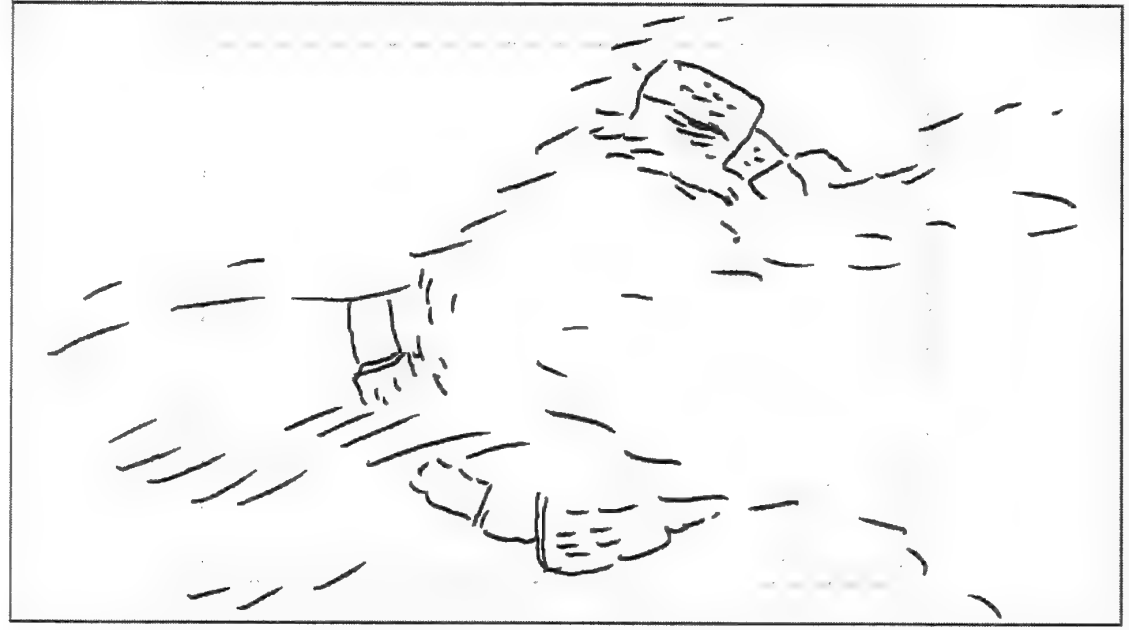


Sc. 66

Pnl. I

Bg.

day night

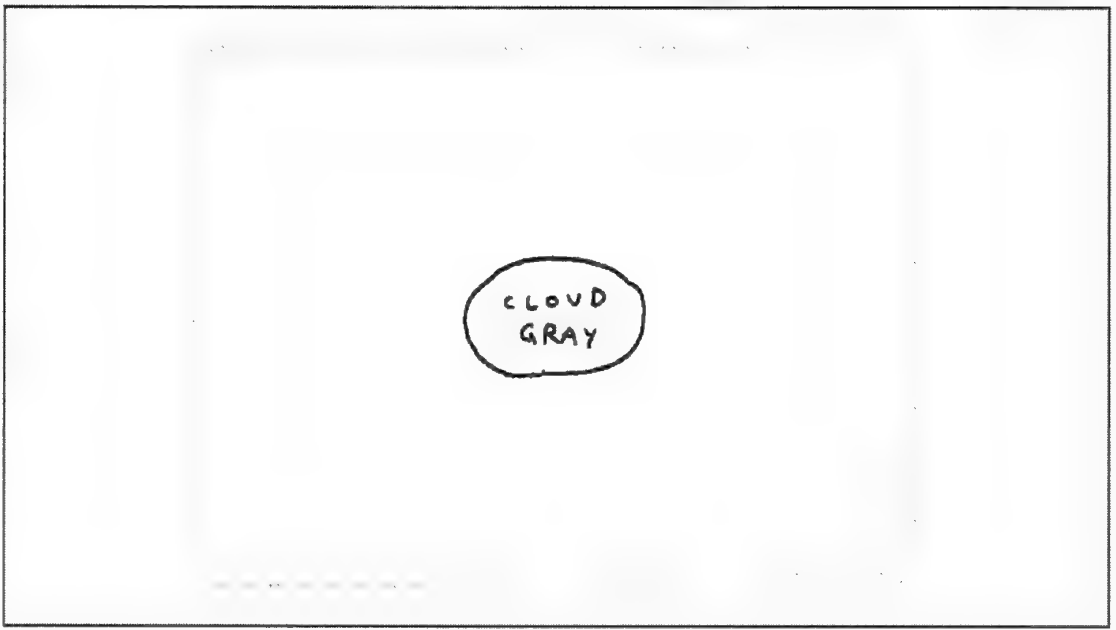


Sc. 66

Pnl. J

Bg.

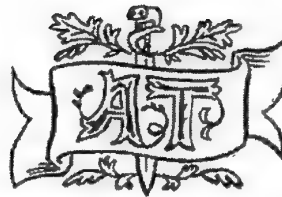
day night



|                                                      |                                                                            |
|------------------------------------------------------|----------------------------------------------------------------------------|
| Dialog:                                              |                                                                            |
| Action:                                              | ... AND FADES TO GRAY.                                                     |
| AS HE BUILDS TRANSLUCENT WHISPS OF CLOUD COME IN,... |                                                                            |
| Timing:                                              | == LIKE CLOUDS LOWER FROM BEHIND THE CAMERA. DO YOU THINK THIS'LL WORK? == |

1025-168  
EPISODE #  
Production :

ADVENTURE TIME

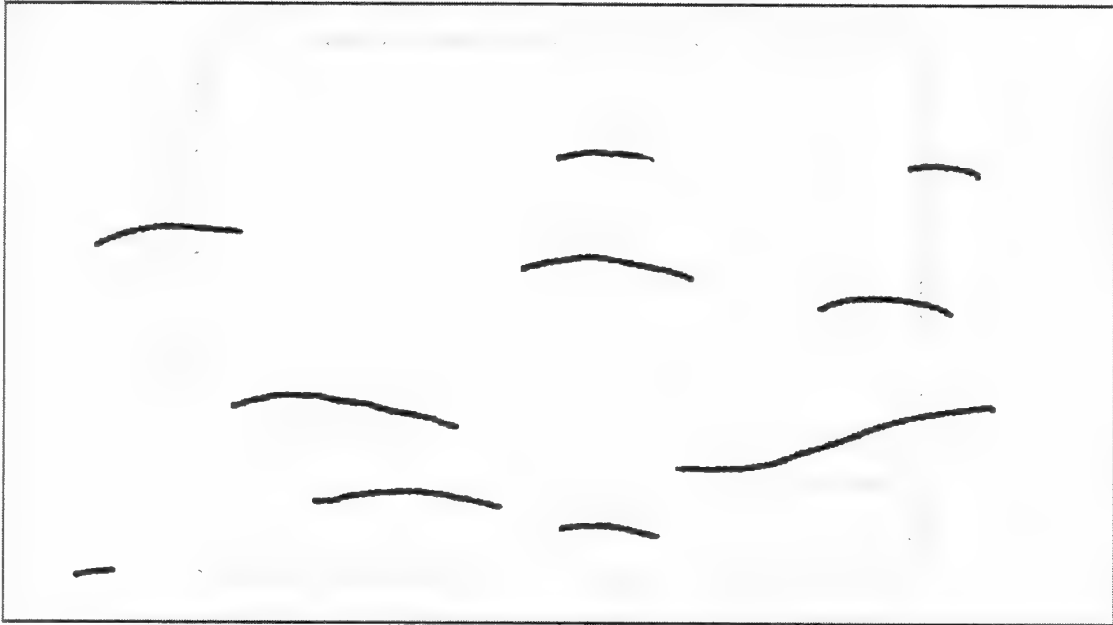


Sc. 67

Pnl. A

Bg.

day night

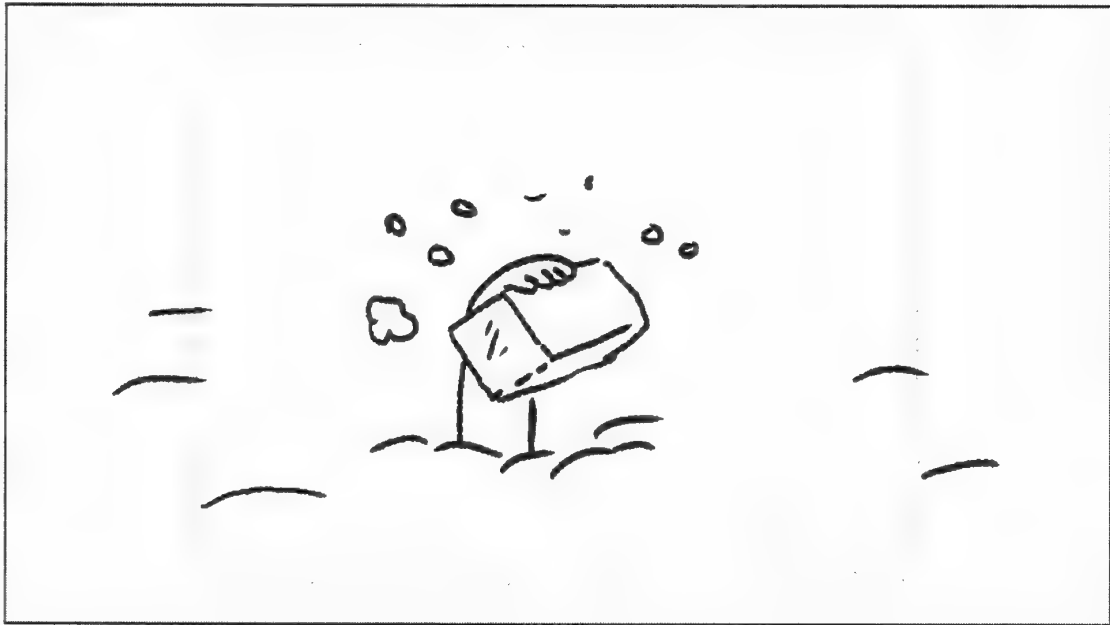


Sc. 67

Pnl. B

Bg.

day night



Dialog:

Action:

CLOUDS

Timing:

EPISODE #

1025-168

Production :

ADVENTURE TIME

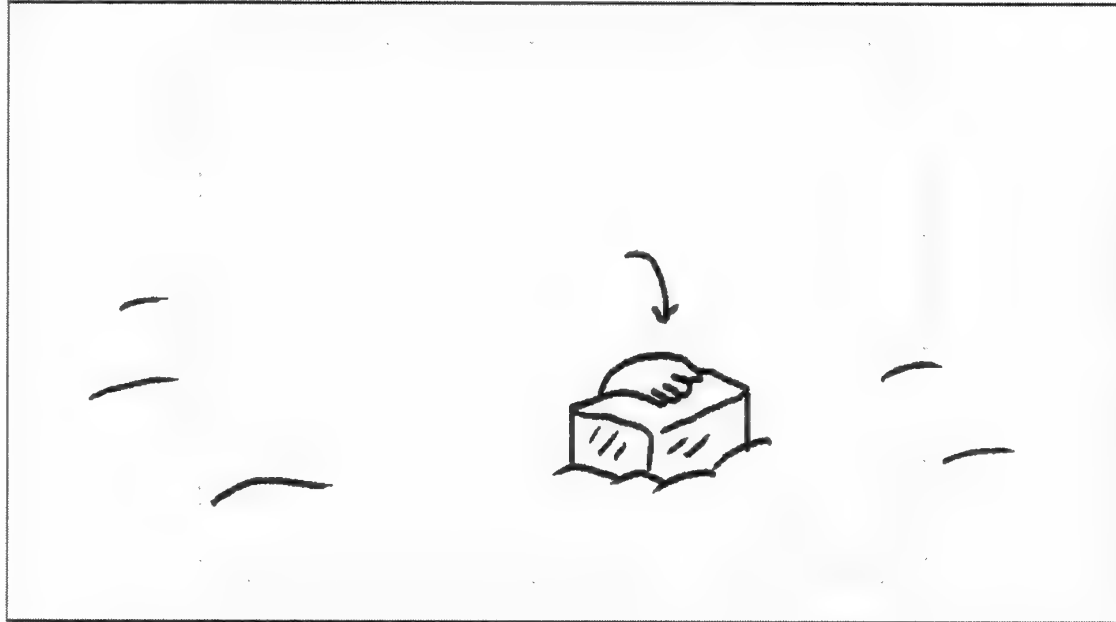


Sc. 67

Pnl. C

Bg.

day night



Sc. 67

Pnl. D

Bg.

day night



|         |                    |                    |
|---------|--------------------|--------------------|
| Dialog: | Ⓔ / ♪ ♪ , DAAAD! ♪ | (CARROLL) / AA AH! |
| Action: | SONG END.          |                    |
| Timing: |                    |                    |

# ADVENTURE TIME



Page 119

Sc. 67

Pnl. E

Bg.

day night



Sc. 68

Pnl. A

Bg.

day night



Dialog:

Ⓢ / OH, HI.  
(A LITTLE CONFUSED)

CARROLL

GET OUTTA MY HOUSE OR  
I'M GONNA FACE BLAAAA.

Action:

Timing:

1025-168

EPISODE #

Production :

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ADVENTURE TIME

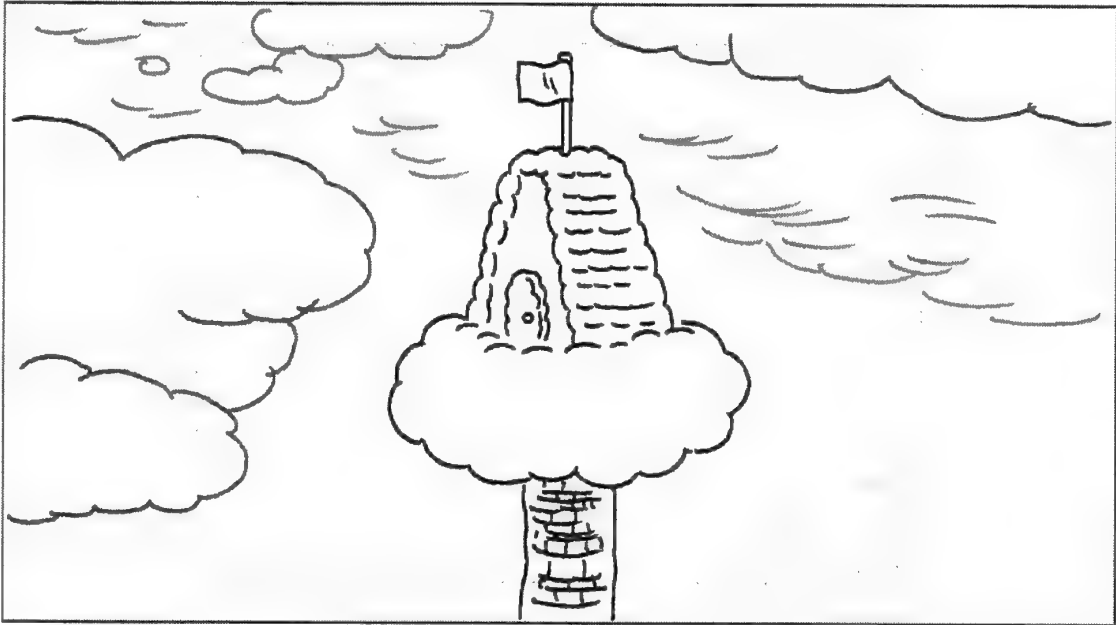


Sc. 69

Pnl. A

Bg.

day night

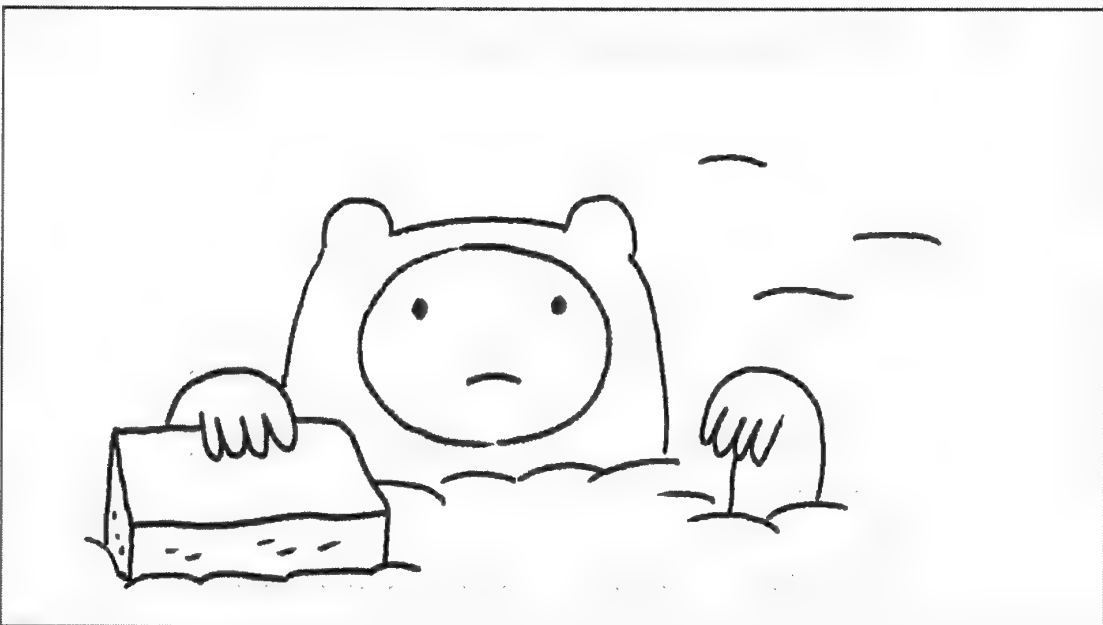


Sc. 70

Pnl. A

Bg.

day night



Dialog:

©/- AAAAA AA AAAA SSST YOU.  
(MONOTONISH)

Action:

Timing:

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# ADVENTURE TIME



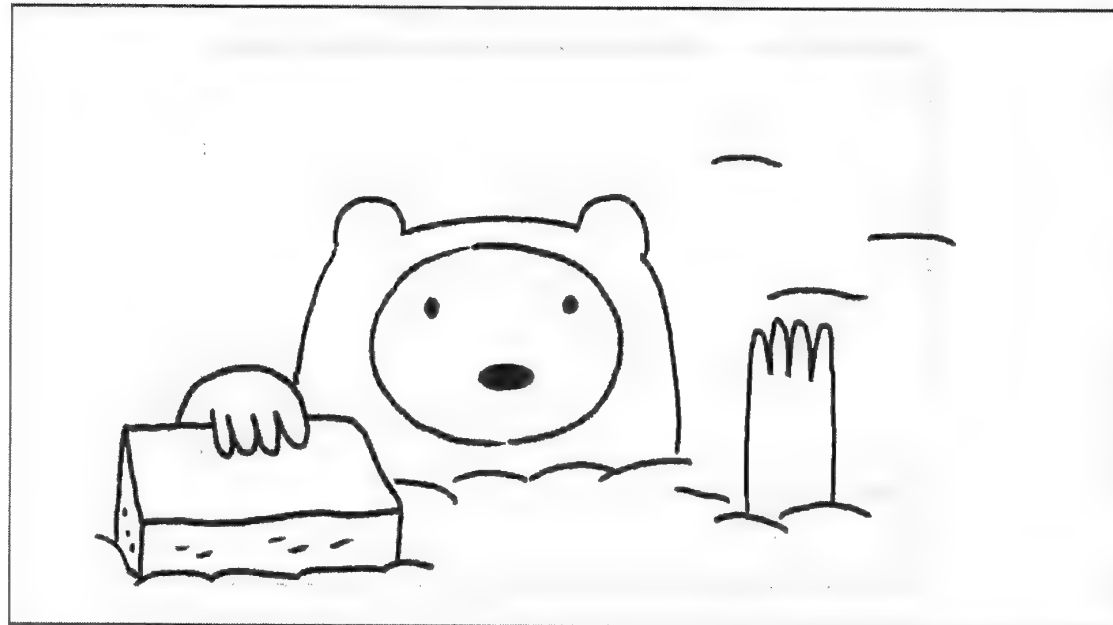
Page 121

Sc. 70

Pnl. B

Bg.

day night



Sc. ~~40~~ 71

Pnl. A

Bg.

day night



Dialog:

Ⓕ/ HI.

Action:

Timing:

Production :

EPISODE #

1025-168

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# ADVENTURE TIME

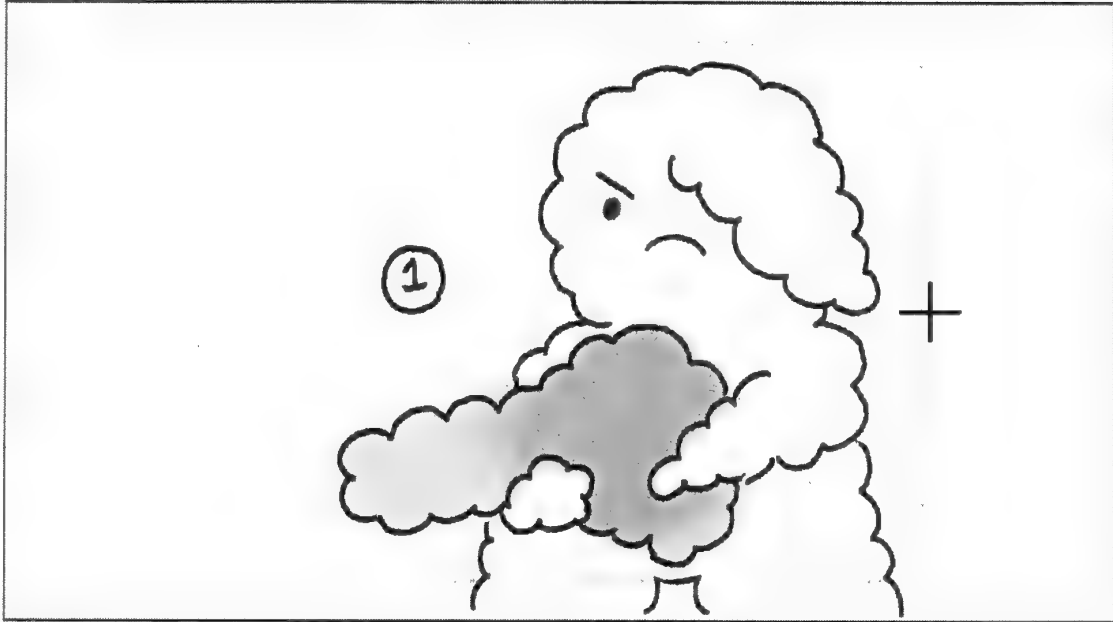


Sc. 71

Pnl. C

Bg.

day night

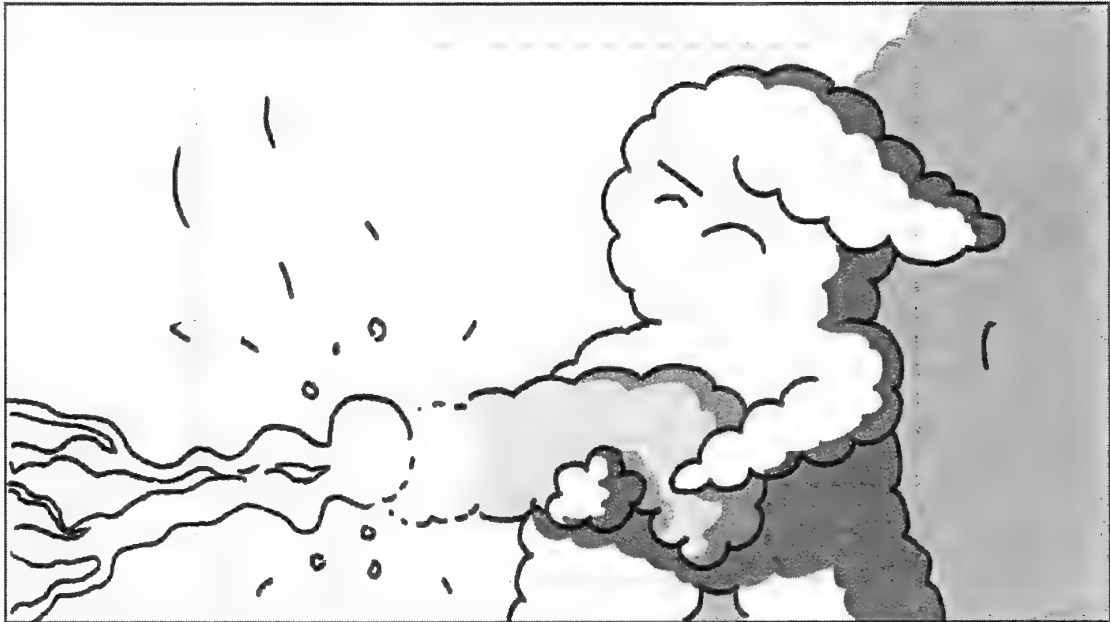


Sc. 71

Pnl. D

Bg.

day night



Dialog:

(SFX) / CRACK!

Action:

= FAST! =  
= REAL  
= FAST, =

Timing:

LOTS  
OF  
POWER

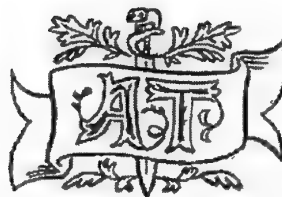


EPISODE # 1025-168

Production :



ADVENTURE TIME

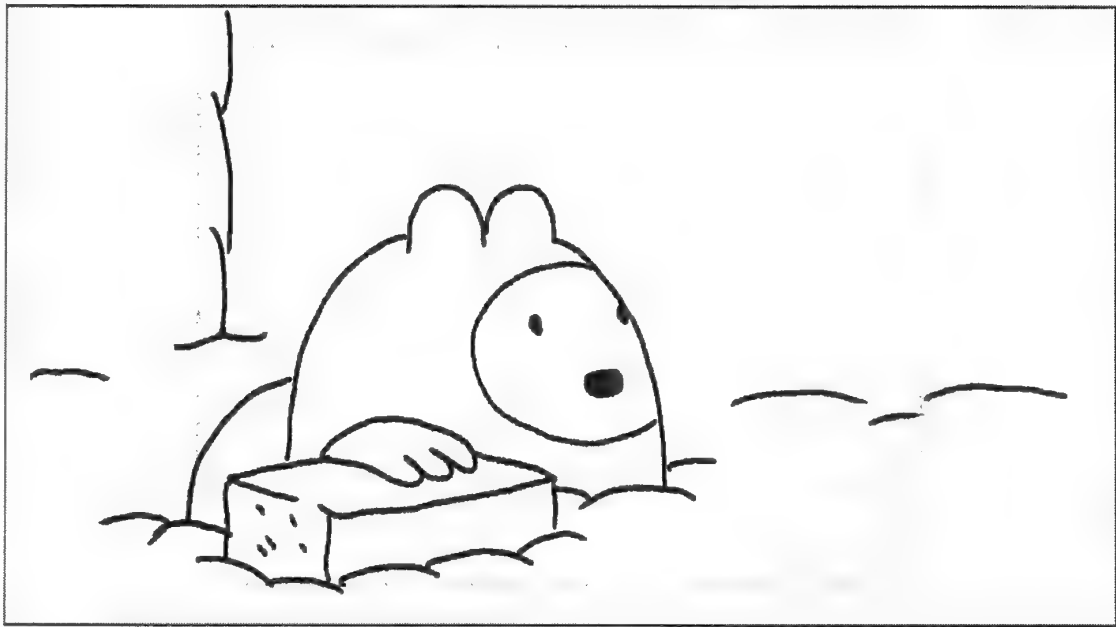


Sc. 72

Pnl. A

Bg.

day night

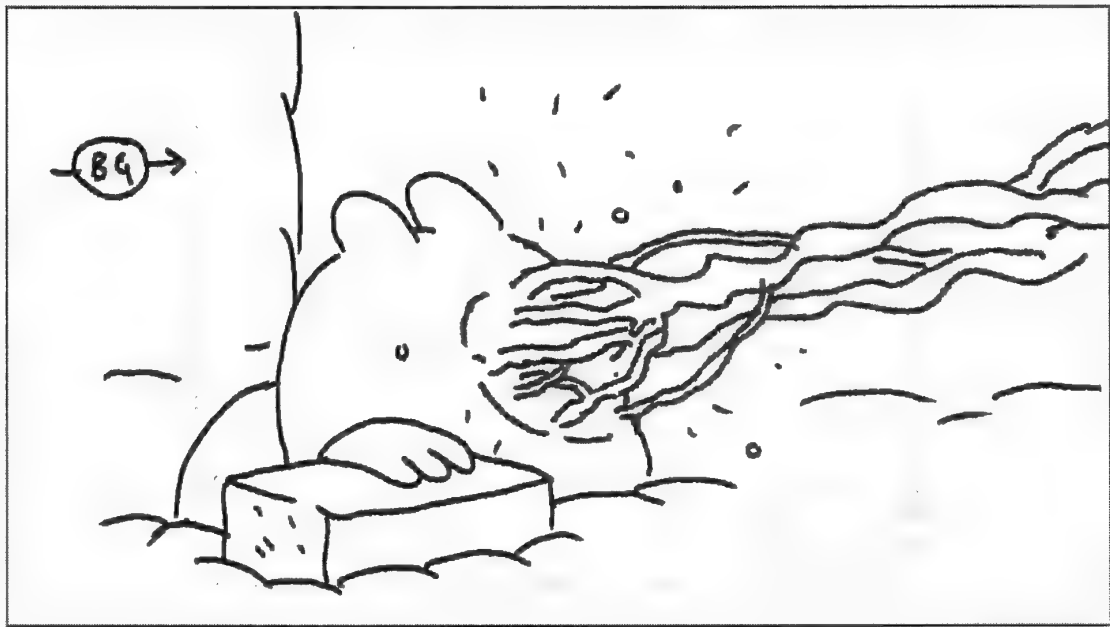


Sc. 72

Pnl. B

Bg.

day night



Dialog:

(F) HELLO- (CUT OFF)

(SFX) / CRACK! CRACK! CRACK!

Action:

- THE LIGHTNING DOESN'T TRAVEL, IT JUST APPEARS LIKE REAL LIGHTNING.

B4 STARTS CREEPIN' →

Timing:

SAME IN PREV. SC. (SO THIS SC. HAPPENS AT THE SAME TIME AS THE PREV. SC.)

EPISODE # 1025-168

Production :

ADVENTURE TIME

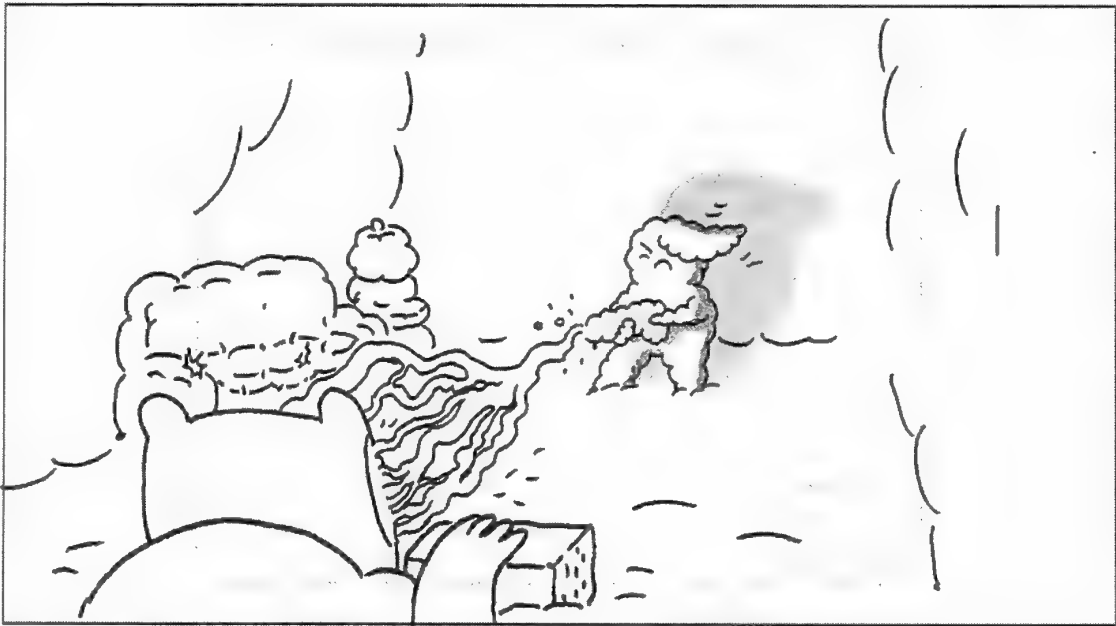


Sc. 73

Pnl.

Bg.

day night

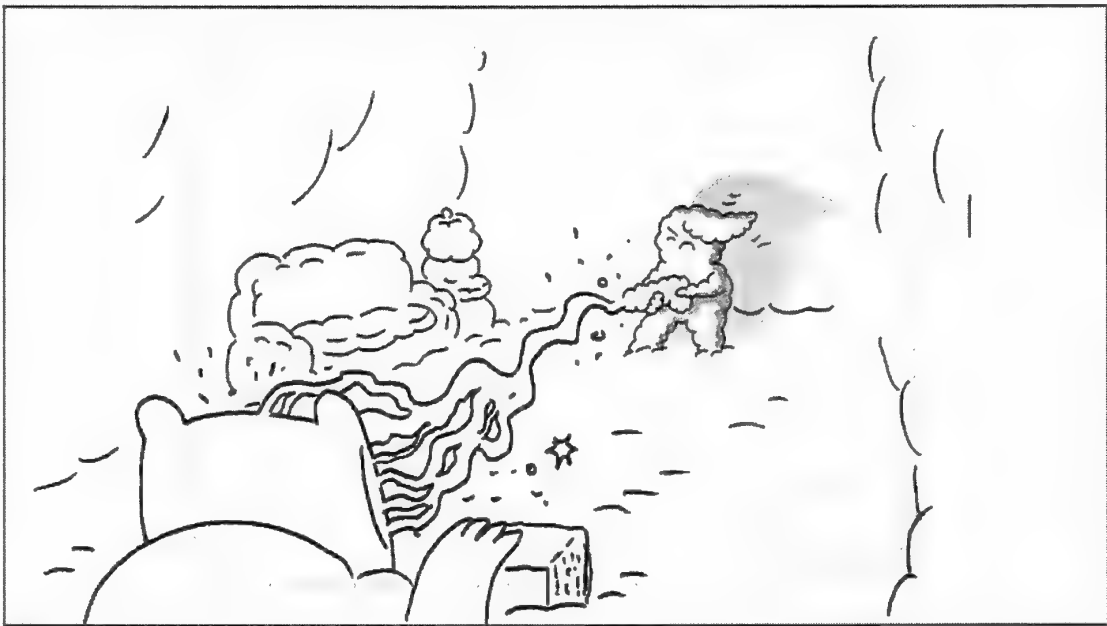


Sc. 73

Pnl.

Bg.

day night



Dialog:

(SFX) / BB ZZZZ A RR ZZZZ ZZ RR ZZ RR RT.!

Action:

Timing:

1025-168

EPISODE #

Production :

# ADVENTURE TIME

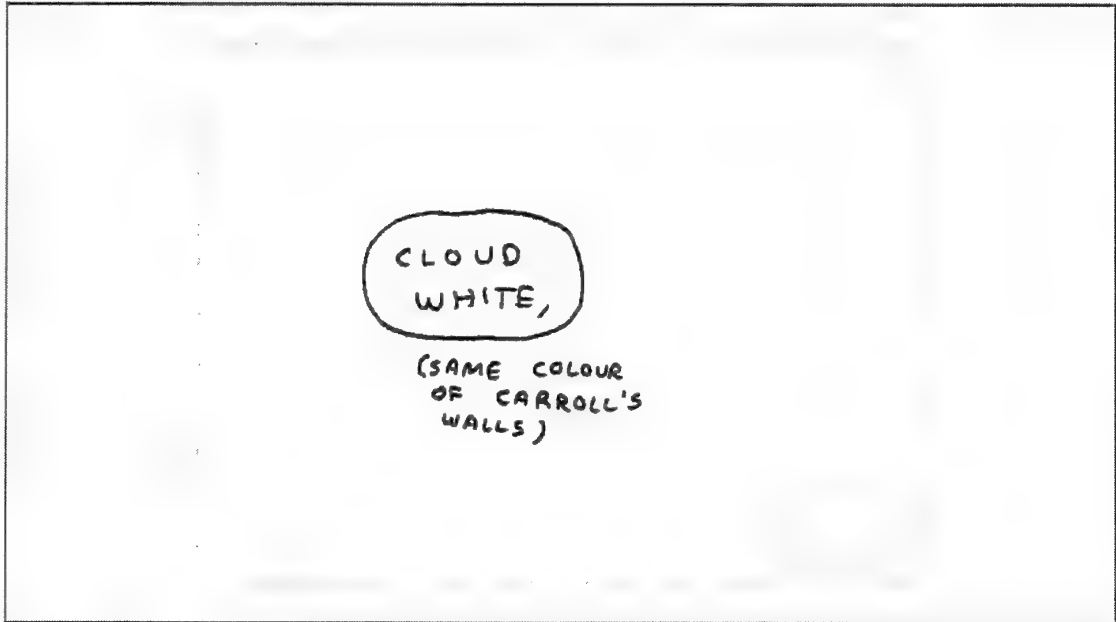


Sc. 73

Pnl.

Bg.

day night

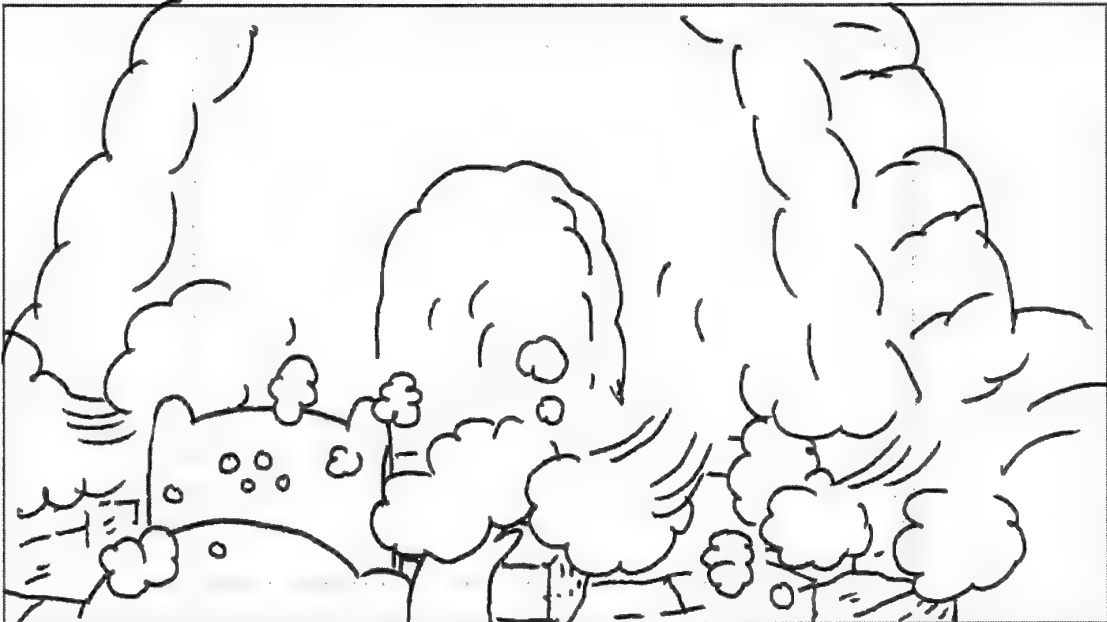


Sc. 73

Pnl.

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

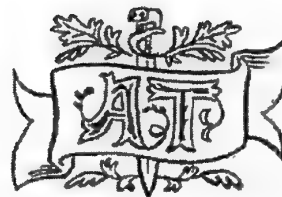
1025-168

EPISODE #

Production :

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ADVENTURE TIME

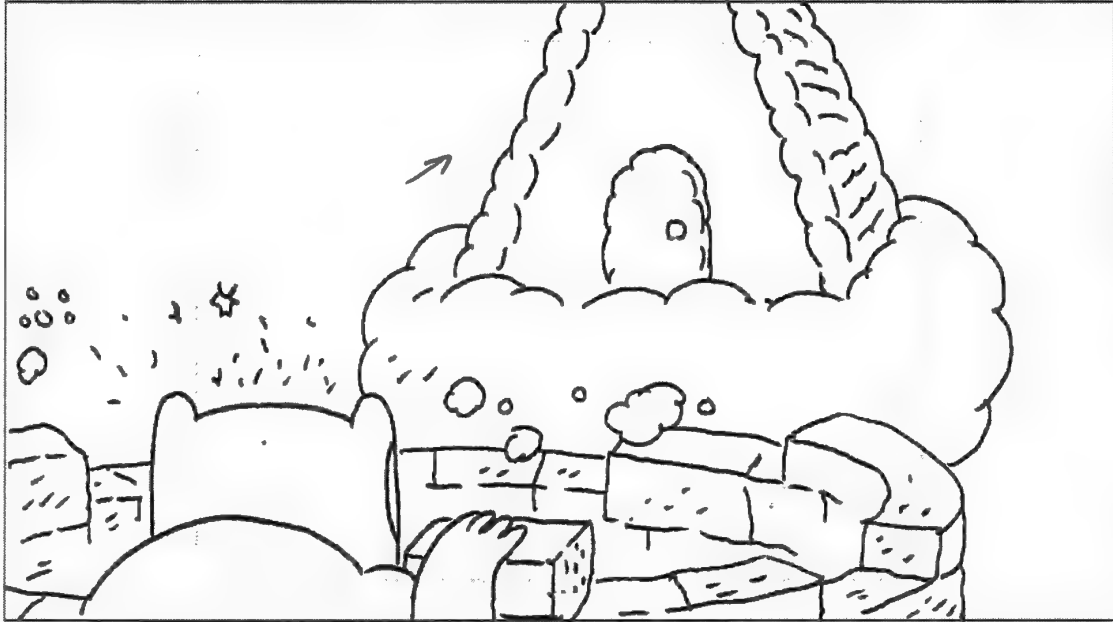


Sc. 73

Pnl.

Bg.

day night



Sc. 74

Pnl. A

Bg.

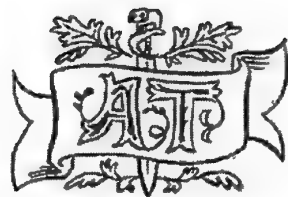
day night



|          |
|----------|
| Dialog:  |
| ©   WAH. |
| Action:  |
| Timing:  |

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Sc. 74

Pnl. B

Bg.

day night



Sc. 74

Pnl. C

Bg.

day night



Dialog:

(SFX) / BZZT!

(SFX) / PFF!

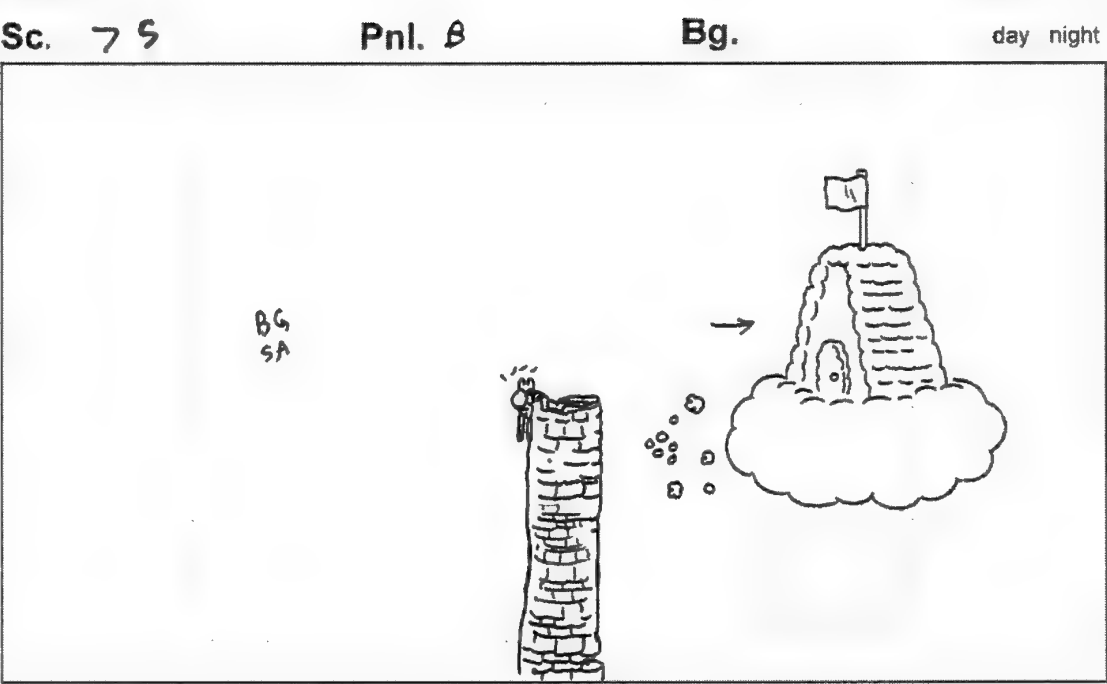
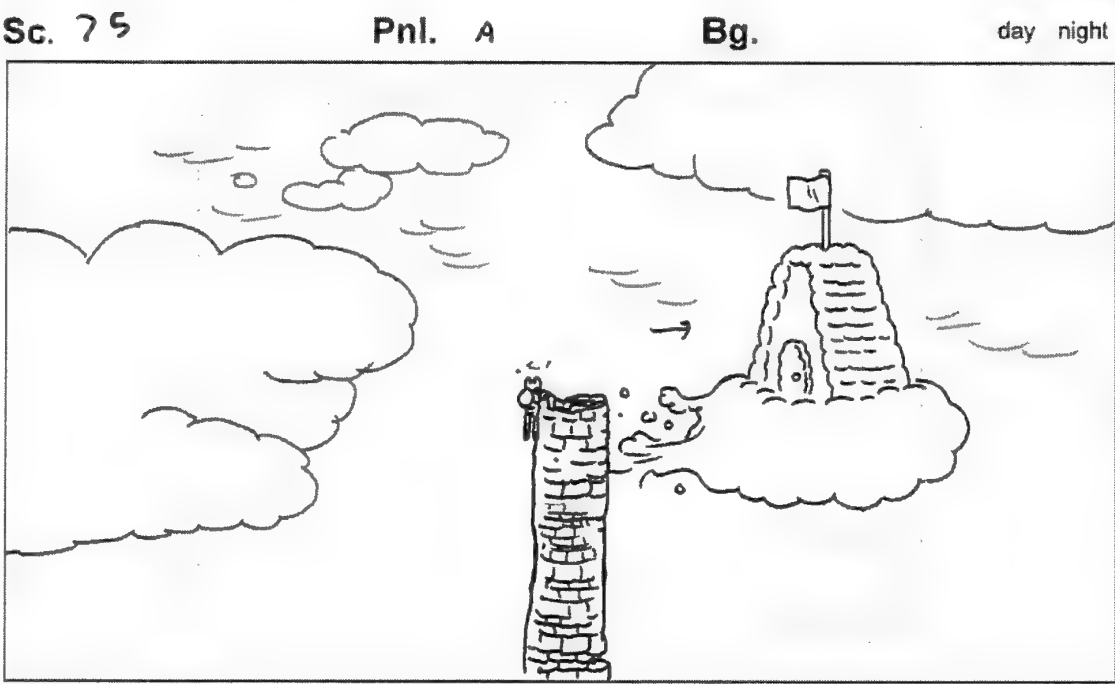
Action:

Timing:



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ADVENTURE TIME



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME



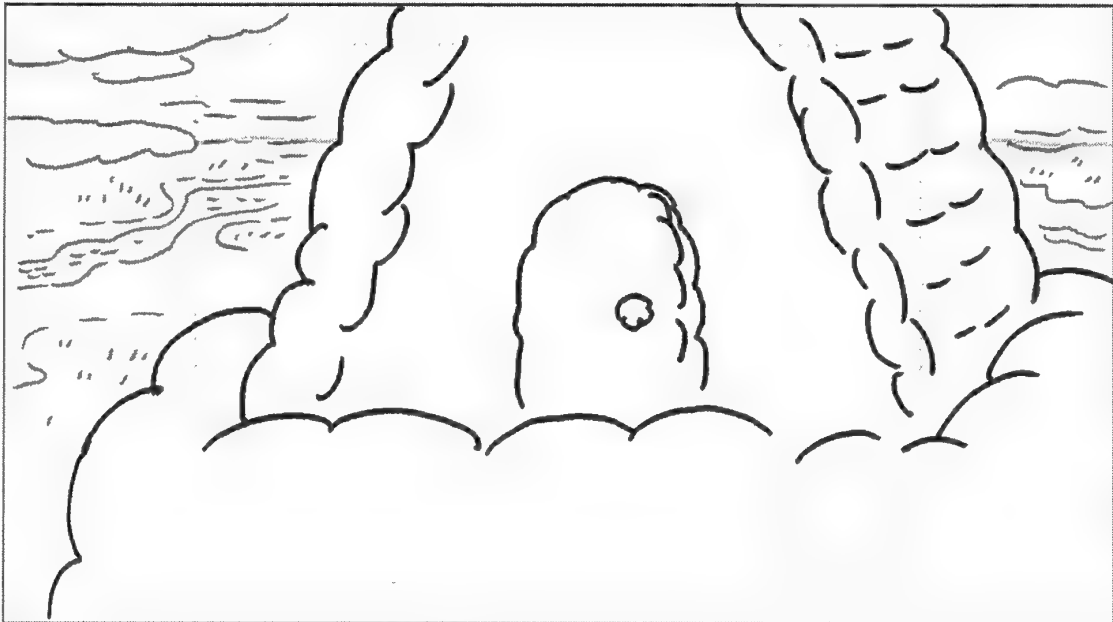
Page 129

Sc. 76

Pnl. A

Bg.

day night



Sc. 76

Pnl. B

Bg.

day night



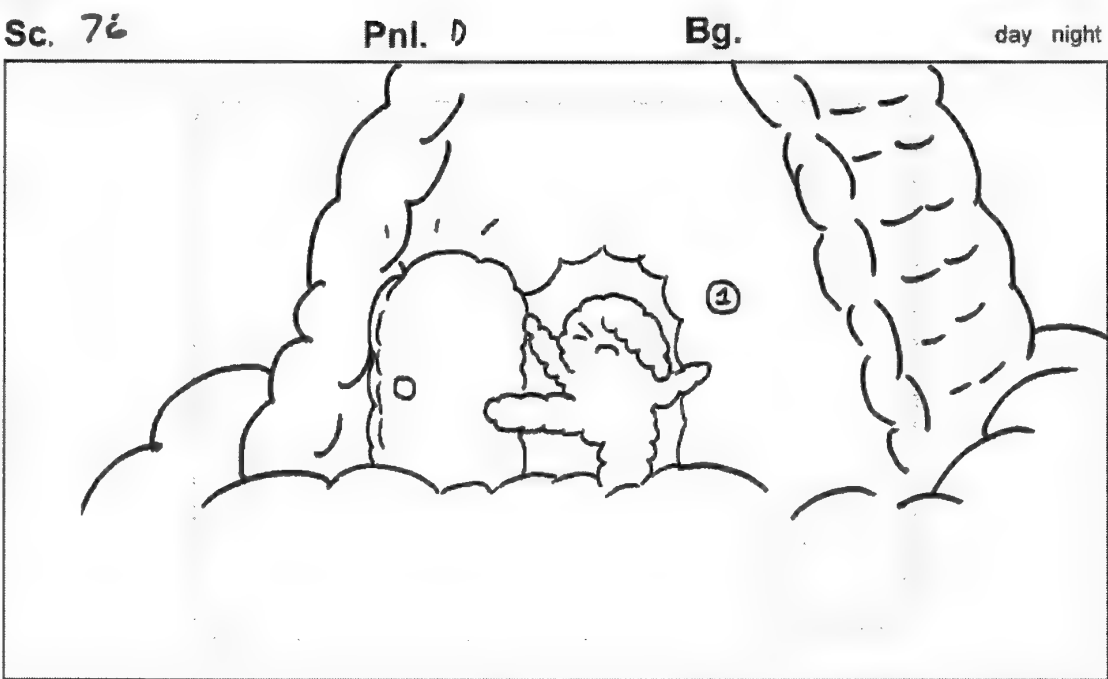
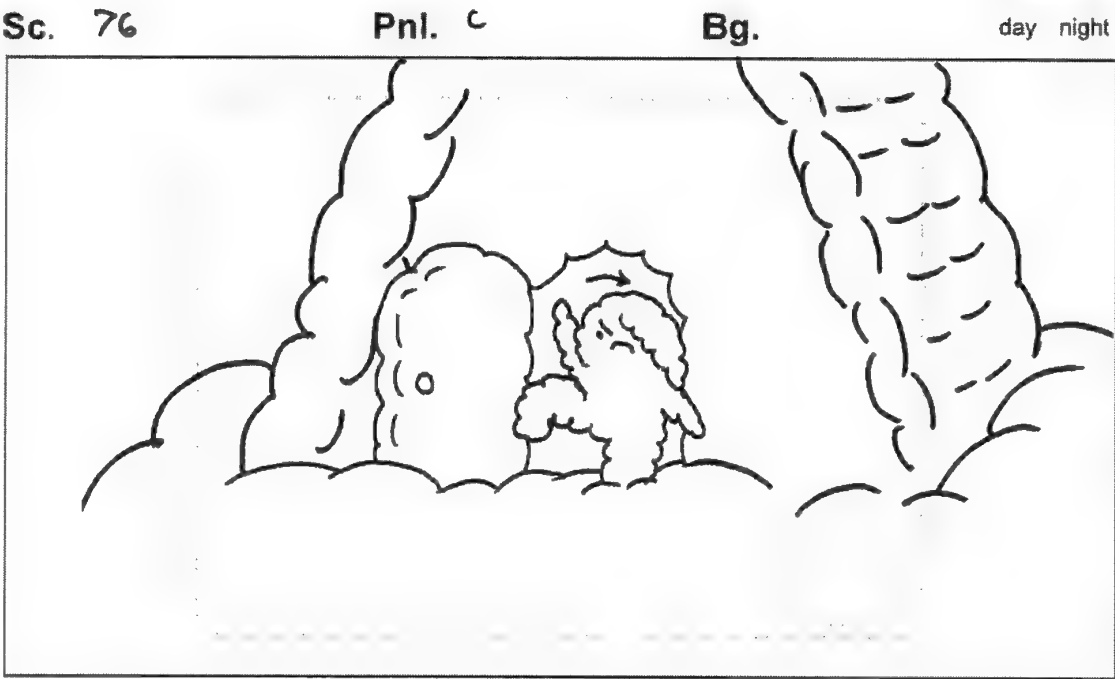
|         |                                                                            |
|---------|----------------------------------------------------------------------------|
| Dialog: | (SFX) / BANG!                                                              |
| Action: | BURSTS OUT OF HER HOUSE                                                    |
| Timing: | CLOUD IS STILL DRIFTING<br>BACKWARDS THROUGH THIS SC. (END POS. @ PANEL F) |

1025-168

EPISODE #

Production :

# ADVENTURE TIME



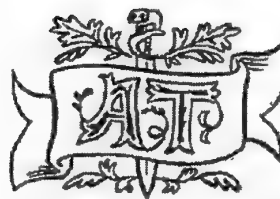
|         |                          |
|---------|--------------------------|
| Dialog: | (SFX) BANG!!             |
| Action: | AN<br>ARBITRARY<br>KICK. |
| Timing: |                          |

ANTIC





# ADVENTURE TIME



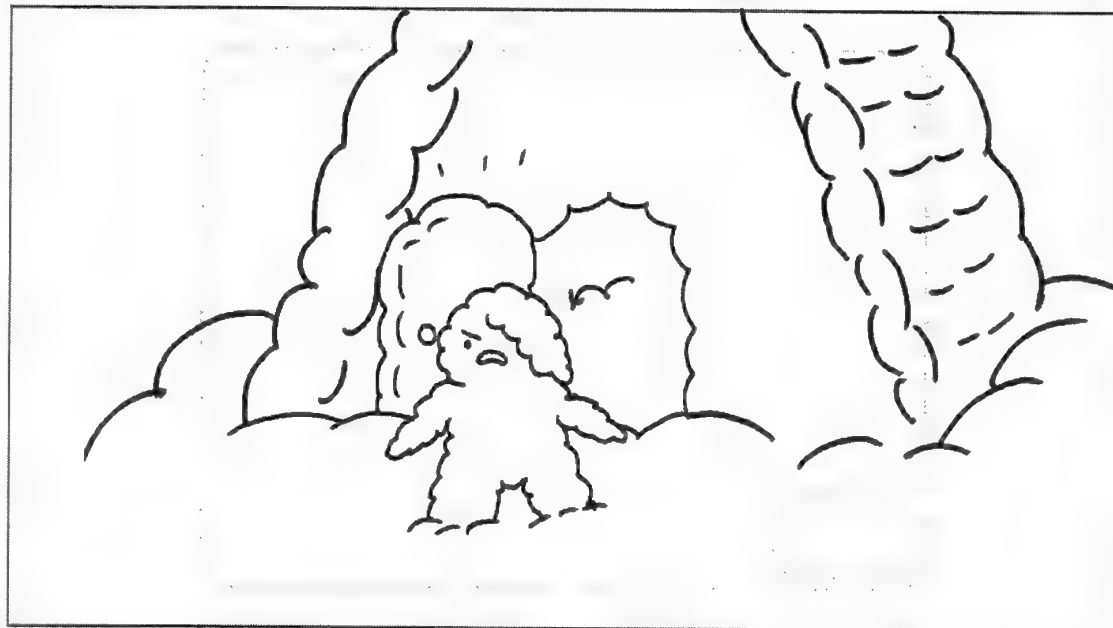
Page 131

Sc. 7c

Pnl. E

Bg.

day night

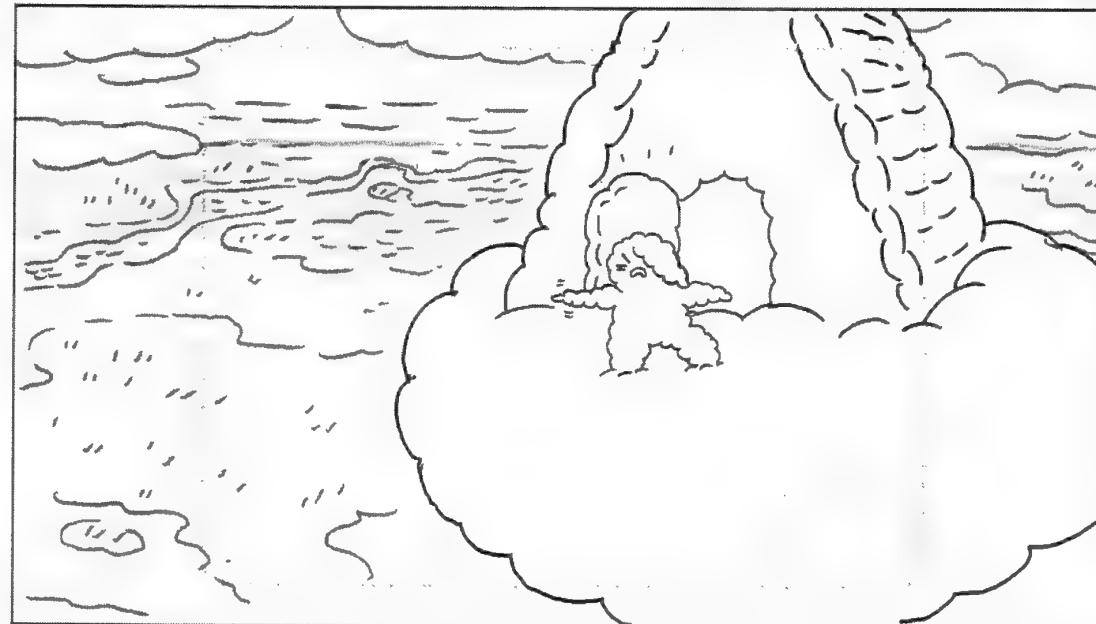


Sc. 7c

Pnl. F

Bg.

day night



Dialog:

©/ YUP, YEAH, I KNOW YOU.  
OF THOSE SWIMMERS, RIGHT. YOU'RE ONE

©/ A REEAL SWIMNUT.

Action:

STOMPS OUT,

END POS. (BQ IS LIKE  
OF CLOUD. FROM AN AIRPLANE)

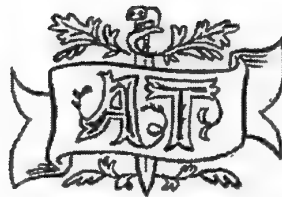
Timing:

EPISODE #

1025-168

Production :

ADVENTURE TIME

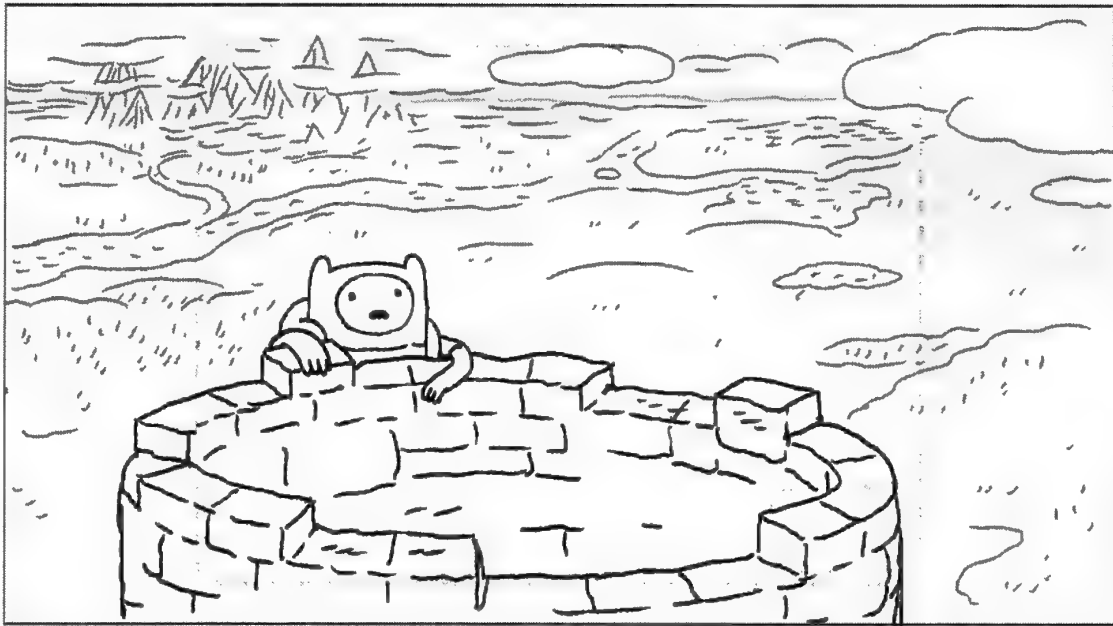


Sc. 77

Pnl. A

Bg.

day night

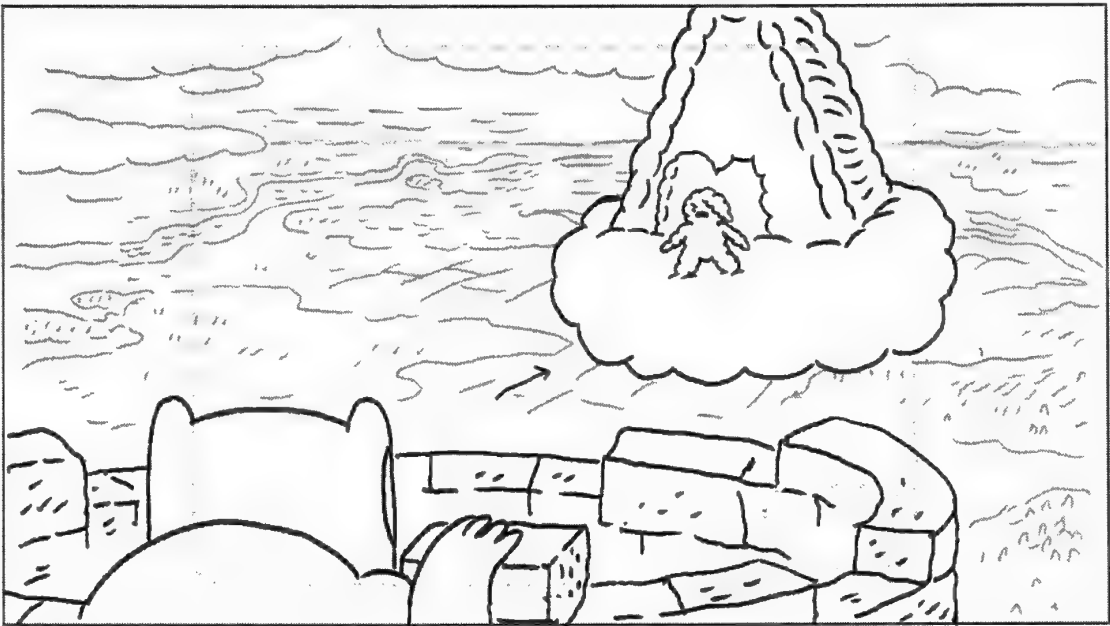


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Ⓕ WHAT! NO! I'M FINN.  
↑  
(LIKE MARK WAHLBERG IN "THE HAPPENING!")

Ⓒ/ WELL YOU CAN'T SWIM  
IN ME. NOT ANYMORE,  
I'M NOT WATER.

Action:

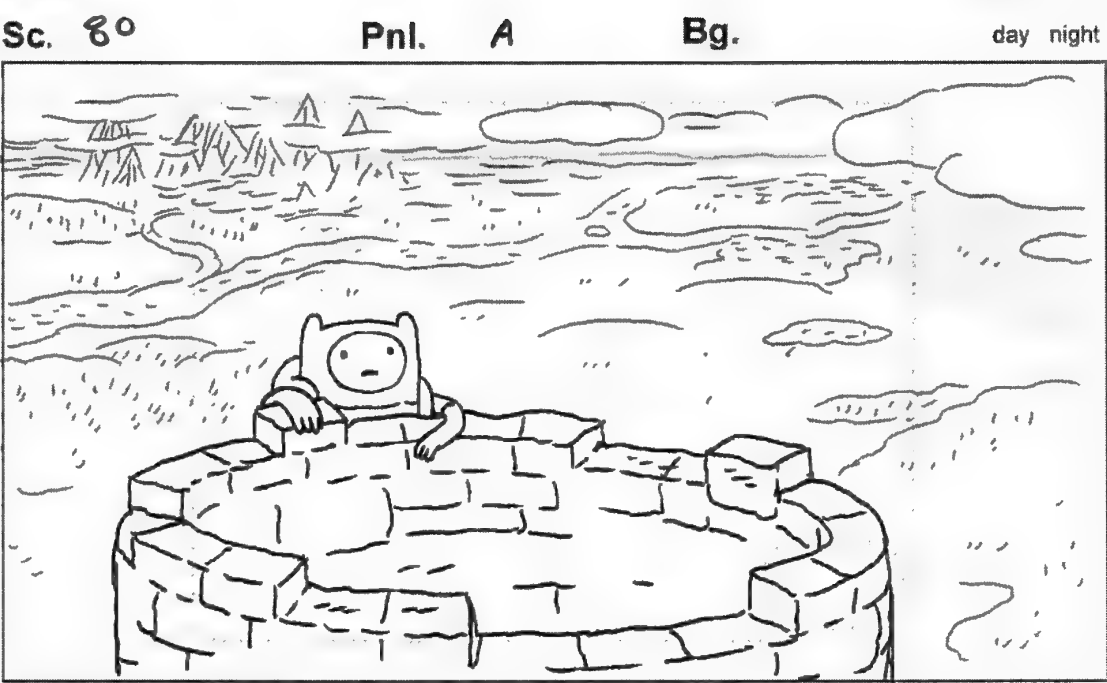
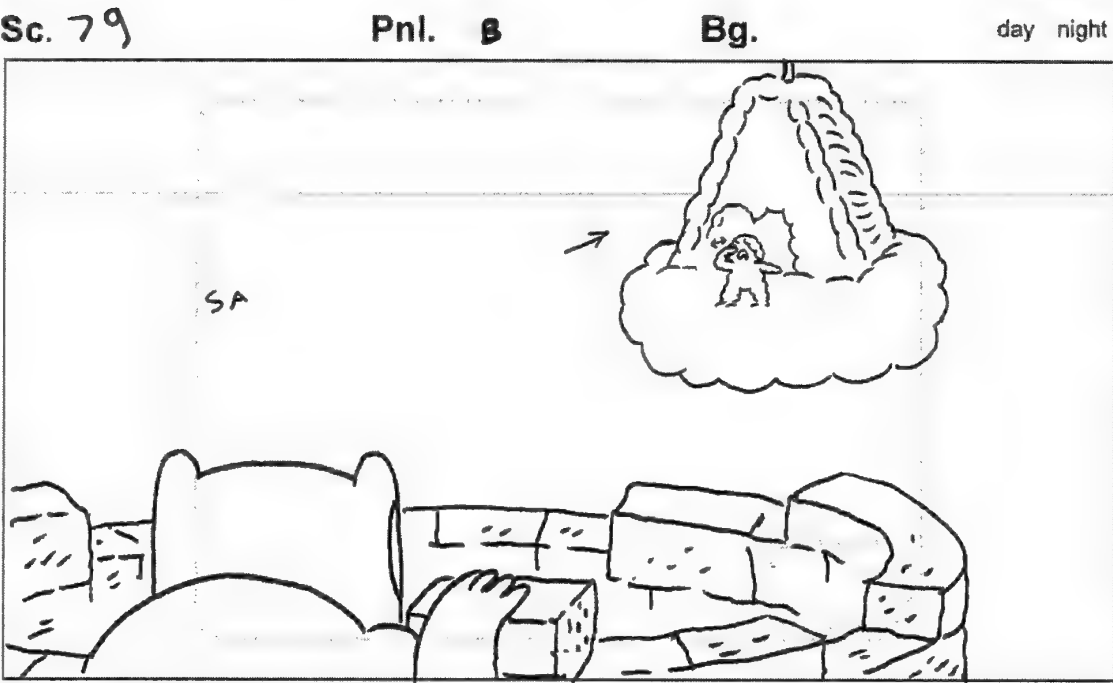


← SHAKES  
IT OFF.

Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME



|         |                                                      |          |
|---------|------------------------------------------------------|----------|
| Dialog: | C YOU CAN'T GET ME<br>UP YOUR <u>NOOOOOOOOOOSE</u> . |          |
| Action: | DRIFTING AWAY,<br>RAPIDLY POINTING TO HER NOSE.      | : BEAT : |
| Timing: |                                                      |          |

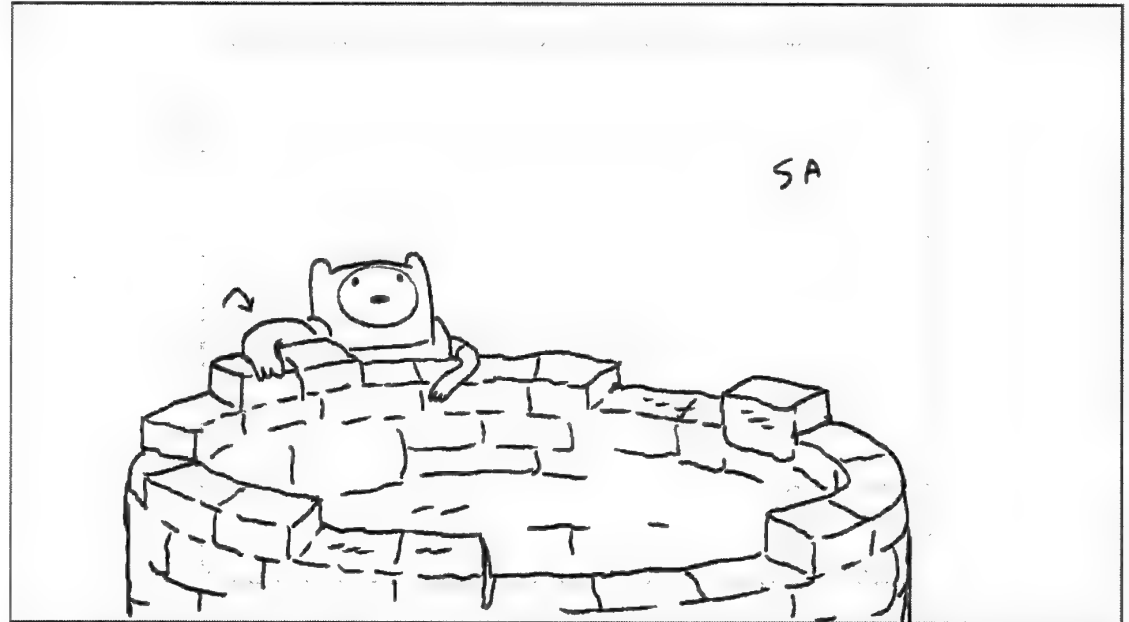
1U25-166  
EPISODE #  
Production :

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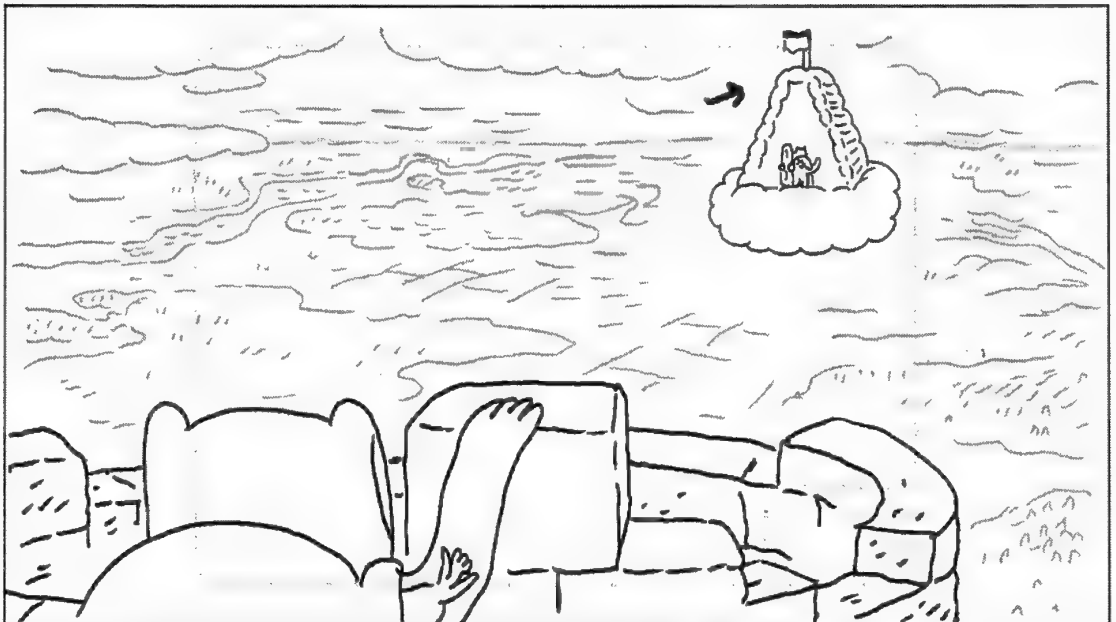
ADVENTURE TIME




Sc. 86 Pnl. 8 Bg. day night



Sc. 81 Pnl. A Bg. day night



|                                                                                     |                                                                    |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------|
| Dialog:                                                                             |                                                                    |
| Ⓕ/ OK I'M GOING TO KEEP GOING .                                                     | Ⓒ/ <u>I'M</u> GOING TO KEEP GOING ..... INTO <u>HERE</u> .         |
| Action:                                                                             |                                                                    |
|  | STARTS BUILDING AGAIN.<br>END POS.<br><br>C'S HALF INTO HER HOUSE. |
| Timing:                                                                             |                                                                    |

1025-168  
EPISODE #  
Production :

ADVENTURE TIME

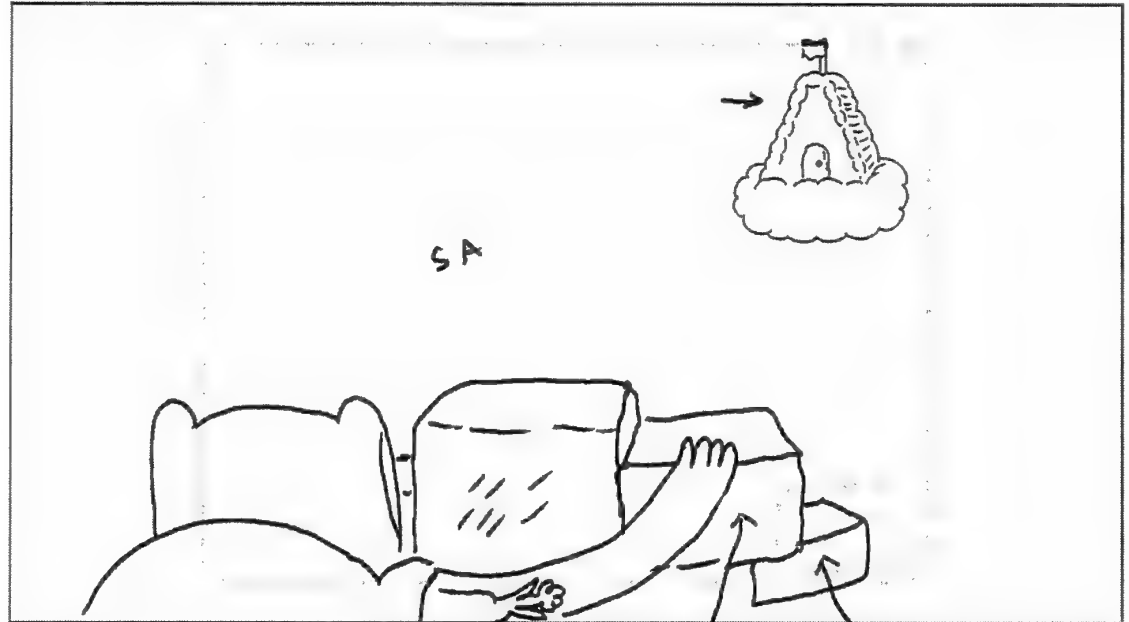


Sc. 81

Pnl. B

Bg.

day night



Sc. 82

Pnl. A

Bg.

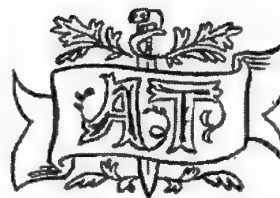
day night



|         |                                                    |
|---------|----------------------------------------------------|
| Dialog: | (SFX) (DISTANT SLAM.)                              |
| Action: | - FINN<br>STILL BUILDING.<br>- CARROLL SLAMS DOOR. |
| Timing: |                                                    |

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# ADVENTURE TIME



Page 136

Sc. 83

Pnl. 8A

Bg.

day night

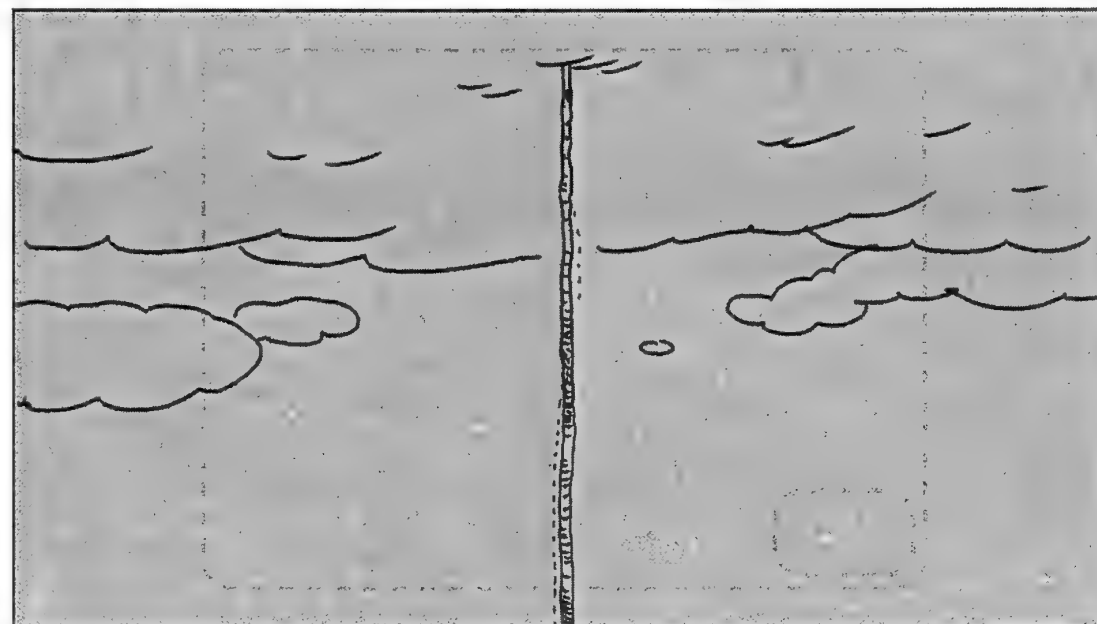


Sc. 84

Pnl. 8A

Bg.

day night



Dialog:

Action:

X DISSOLVE  
(EVENING)

X DISSOLVE  
(NIGHT)

Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

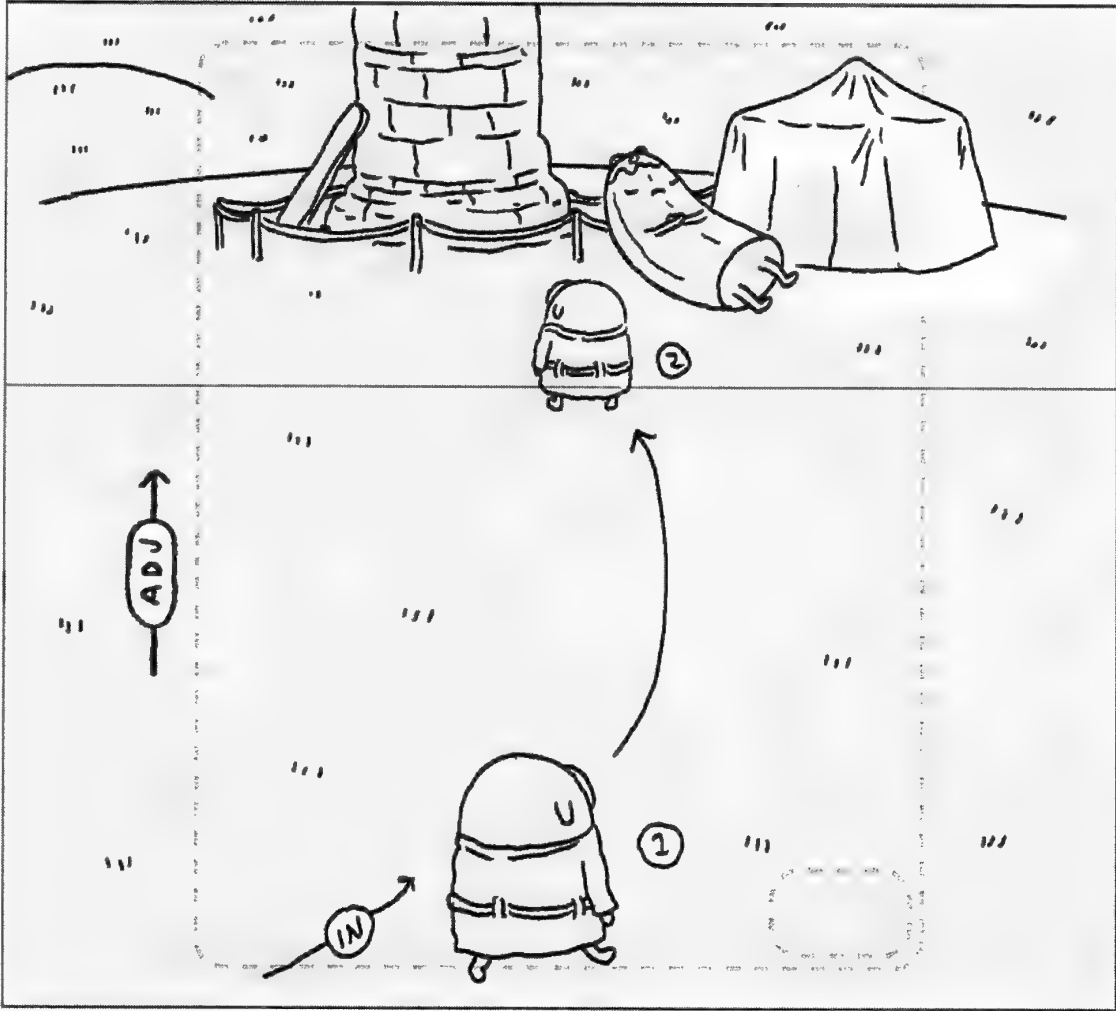


Sc. 85

Pnl. A

Bg.

day night



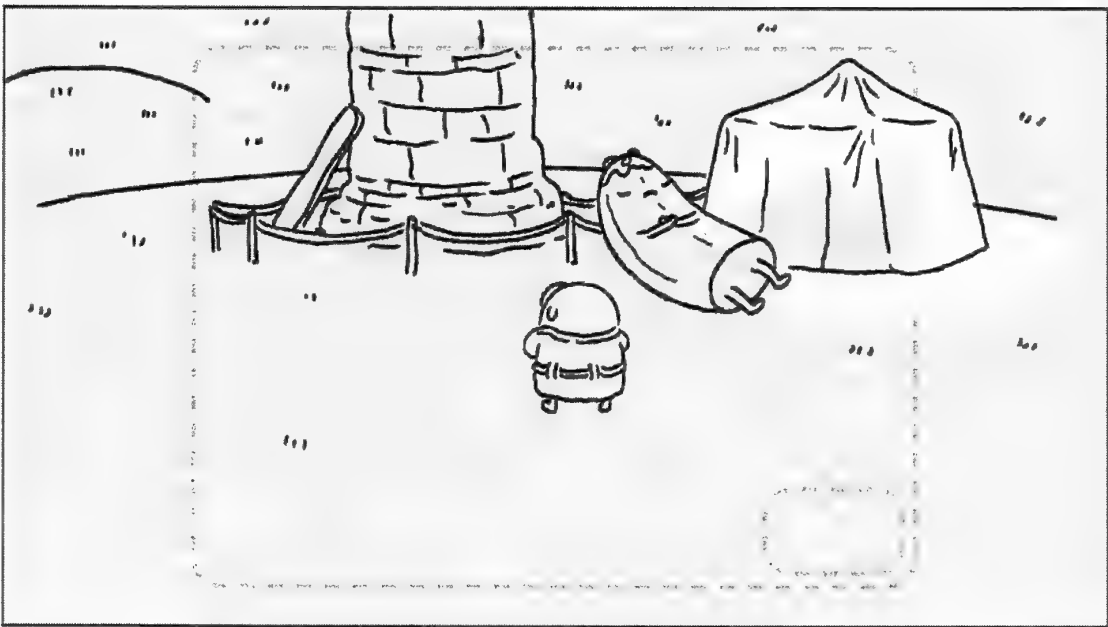
(SFX) / NIGHTTIME NOISE & WIND.  
COLD WIND.

Sc. 85

Pnl. B

Bg.

day night



Dialog:

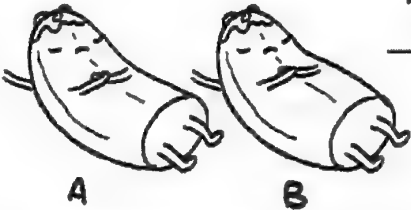
(SFX) / PB WORKING IN HER TENT.  
TOOL NOISES & SPARKS.

Action:

• JAKE CROSSES HIS ARMS

• BANANA GUARD  
IS SLEEPING  
SOUNDLY.

Timing:



• LIGHT INSIDE  
TENT IS FLICKERING  
FROM SPARKS  
MAYBE?

1025-168

EPISODE #

Production :

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ADVENTURE TIME

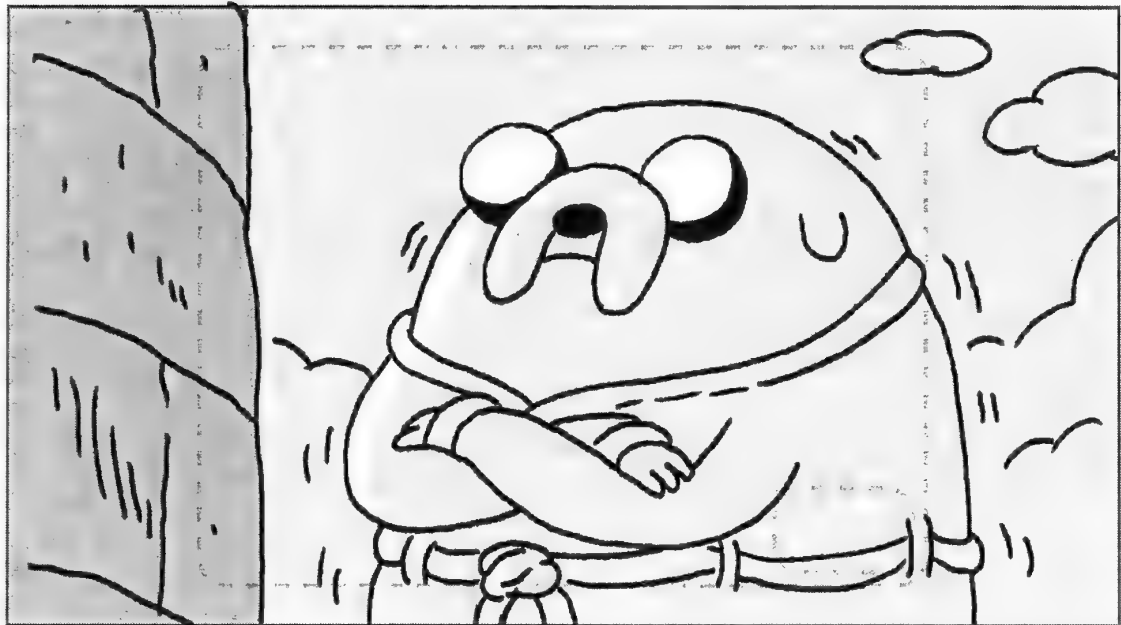


Sc. 86

Pnl. A

Bg.

day night



Sc. 87

Pnl. B

Bg.

day night



Dialog:

Q/ = H O H H . =

Action:

SHIVERS

RUBS HANDS, WARMS  
THEM WITH HIS BREATH

Timing:

EPISODE #

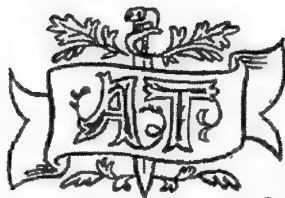
1025-168

Production :



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ADVENTURE TIME



Sc. 86

Pnl. c

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



|         |                                          |          |                               |
|---------|------------------------------------------|----------|-------------------------------|
| Dialog: | ①/ GOODNIGHT BUDDY,<br>I'M PROUD OF YOU! | ≡ BEAT ≡ | PREMIE<br>DEAR / <u>WEHH.</u> |
| Action: |                                          |          |                               |
| Timing: |                                          |          |                               |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

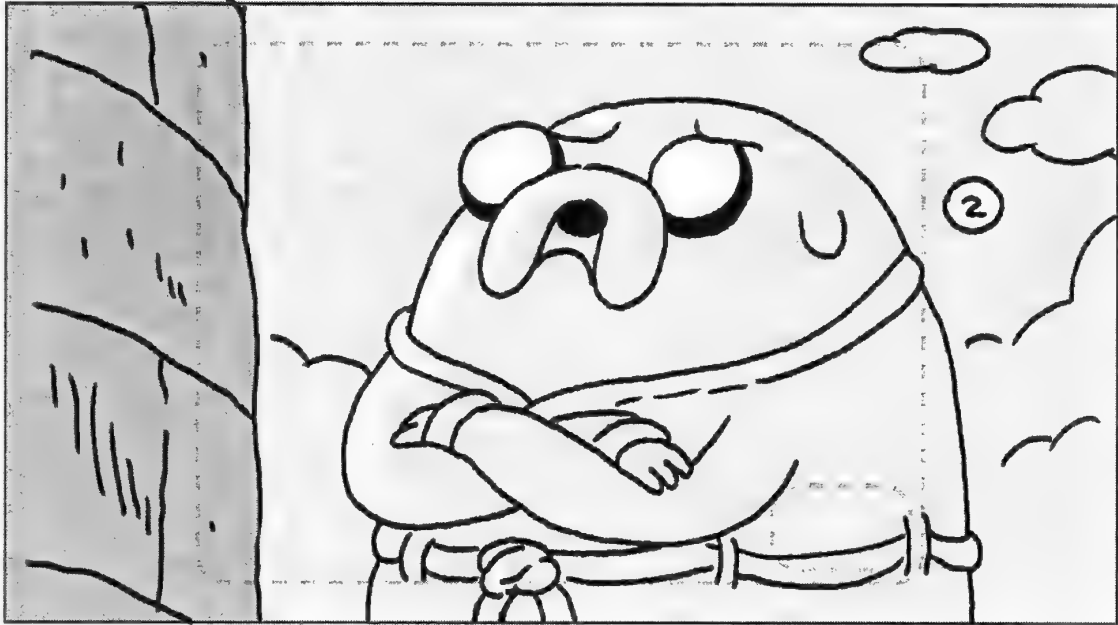


Sc. 88

Pnl. A

Bg.

day night



Sc. 88

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



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EPISODE #

Production :

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ADVENTURE TIME

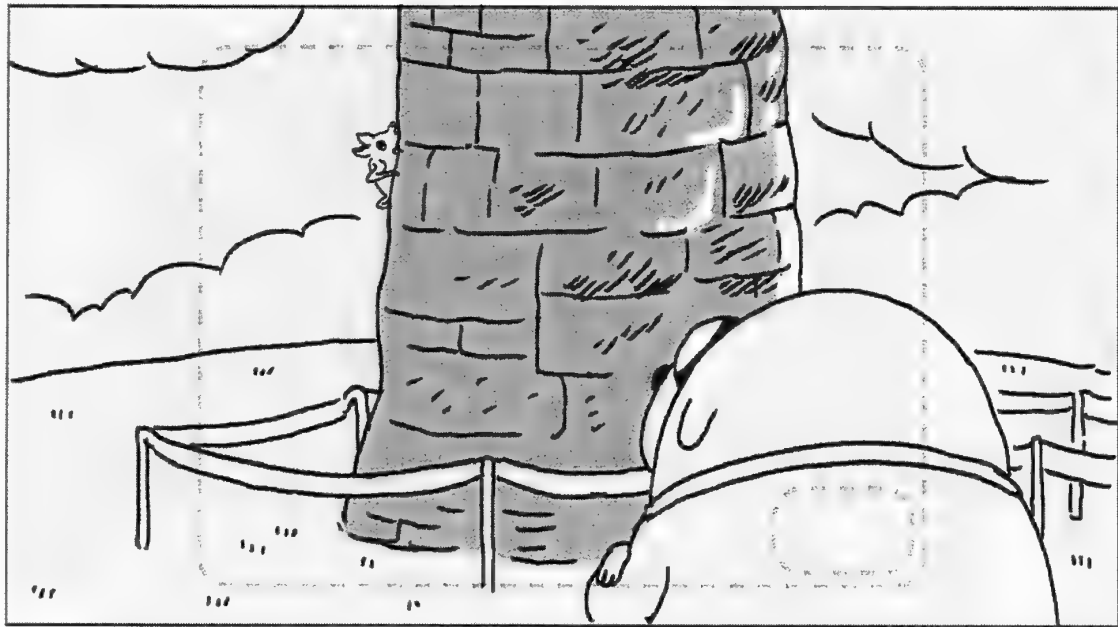


Sc. 89

Pnl. A

Bg.

day night

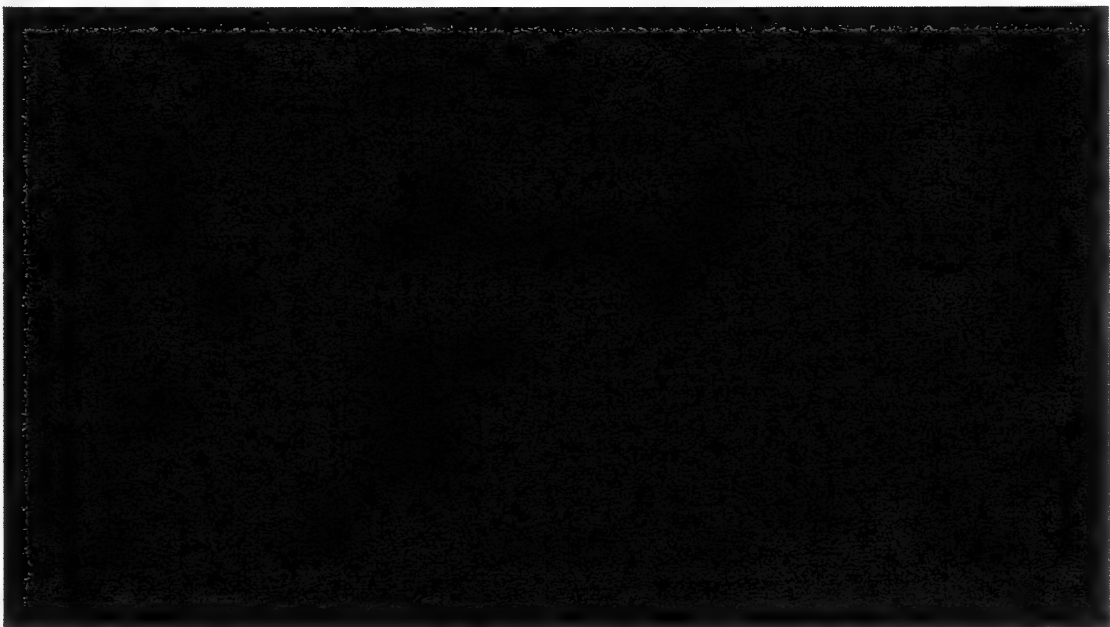


Sc. 89

Pnl. B

Bg.

day night



Dialog:

(P.D.) / WEHH!

Action:

①



②



PREMIE  
DEER CLIMBING  
DOWN SHAKILY.

FADE TO BLACK.

Timing:

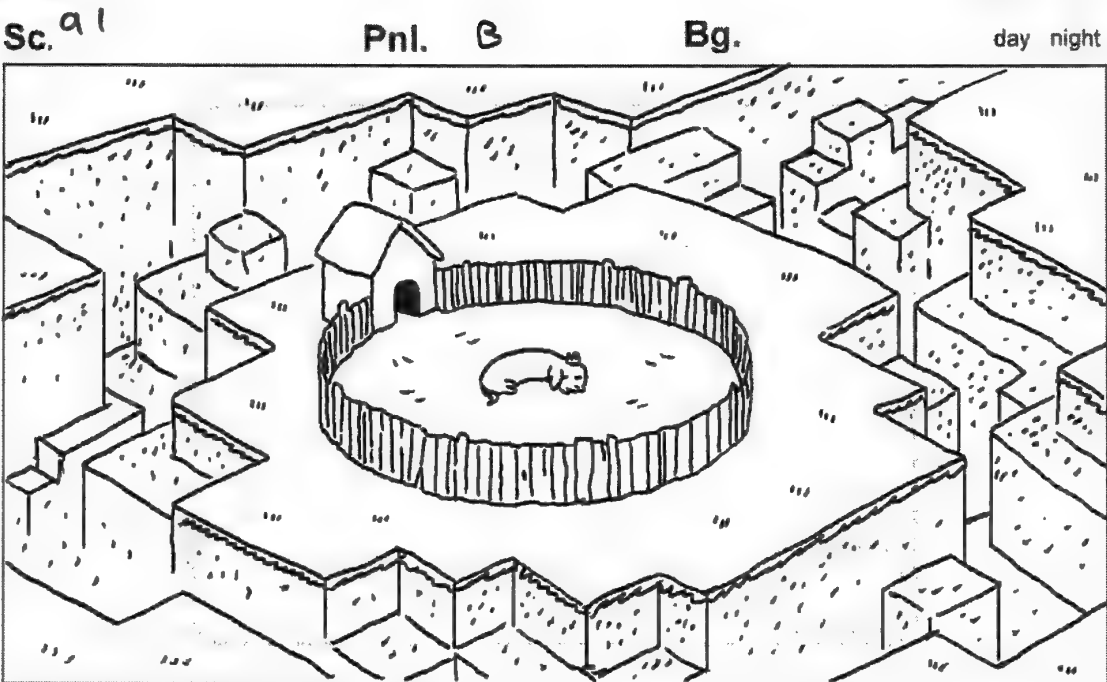
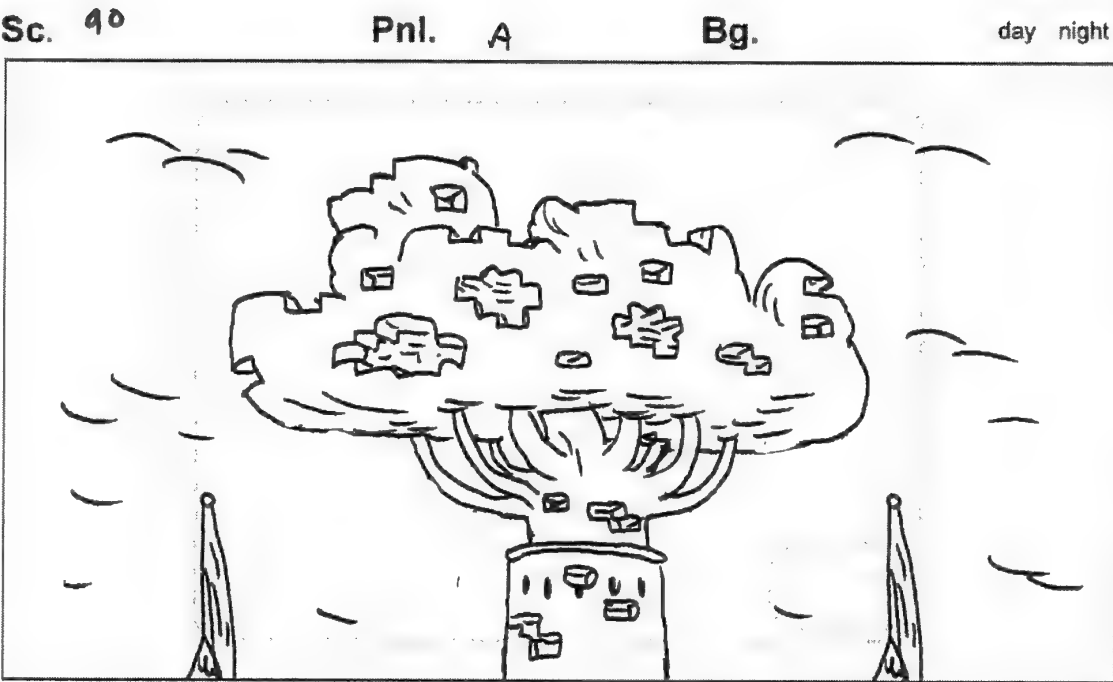
Production :

EPISODE #

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ADVENTURE TIME



Dialog:

Action: CHUNKS OUT OF EVERYTHING  
CANDY KINGDOM PRE-DAWN,  
OVERCAST  
HOT DOG KINGDOM, PRE-DAWN.  
(A LITTLE LIGHTER)

Timing:

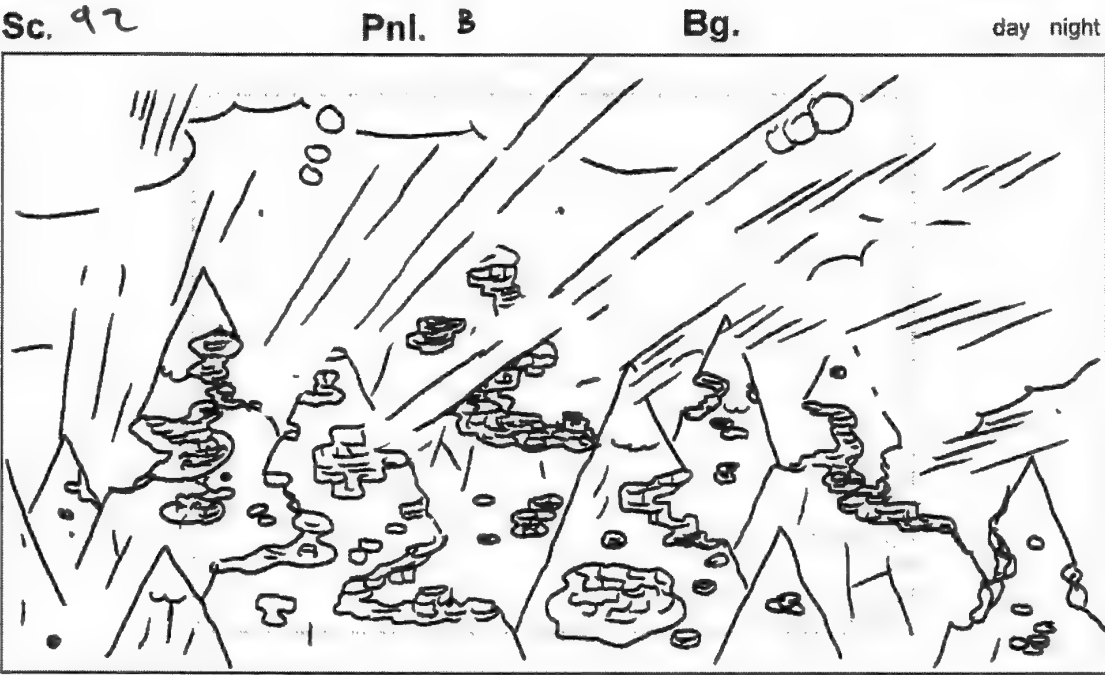
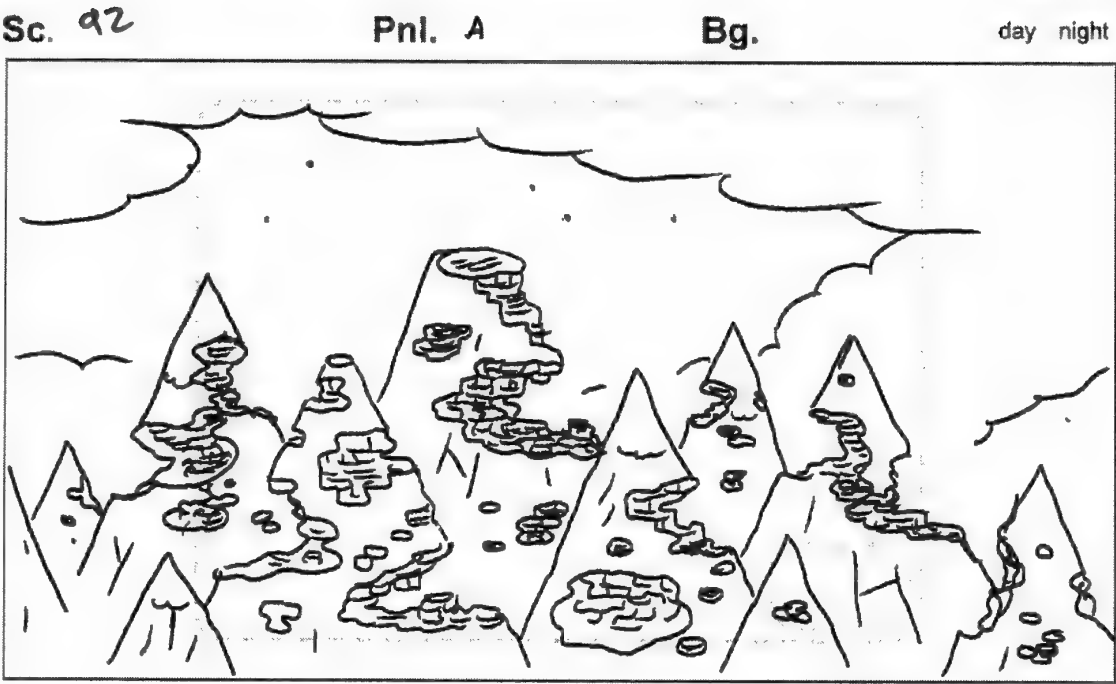
EPISODE # 1025-168  
Production :

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# ADVENTURE TIME



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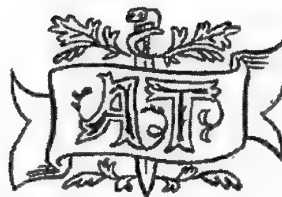


|                                                                                    |
|------------------------------------------------------------------------------------|
| Dialog:                                                                            |
| Action:<br><div>ICE KINGDOM PRE-DAWN<br/>(A LITTLE LIGHTER)</div> <div>DAWN!</div> |
| Timing:                                                                            |

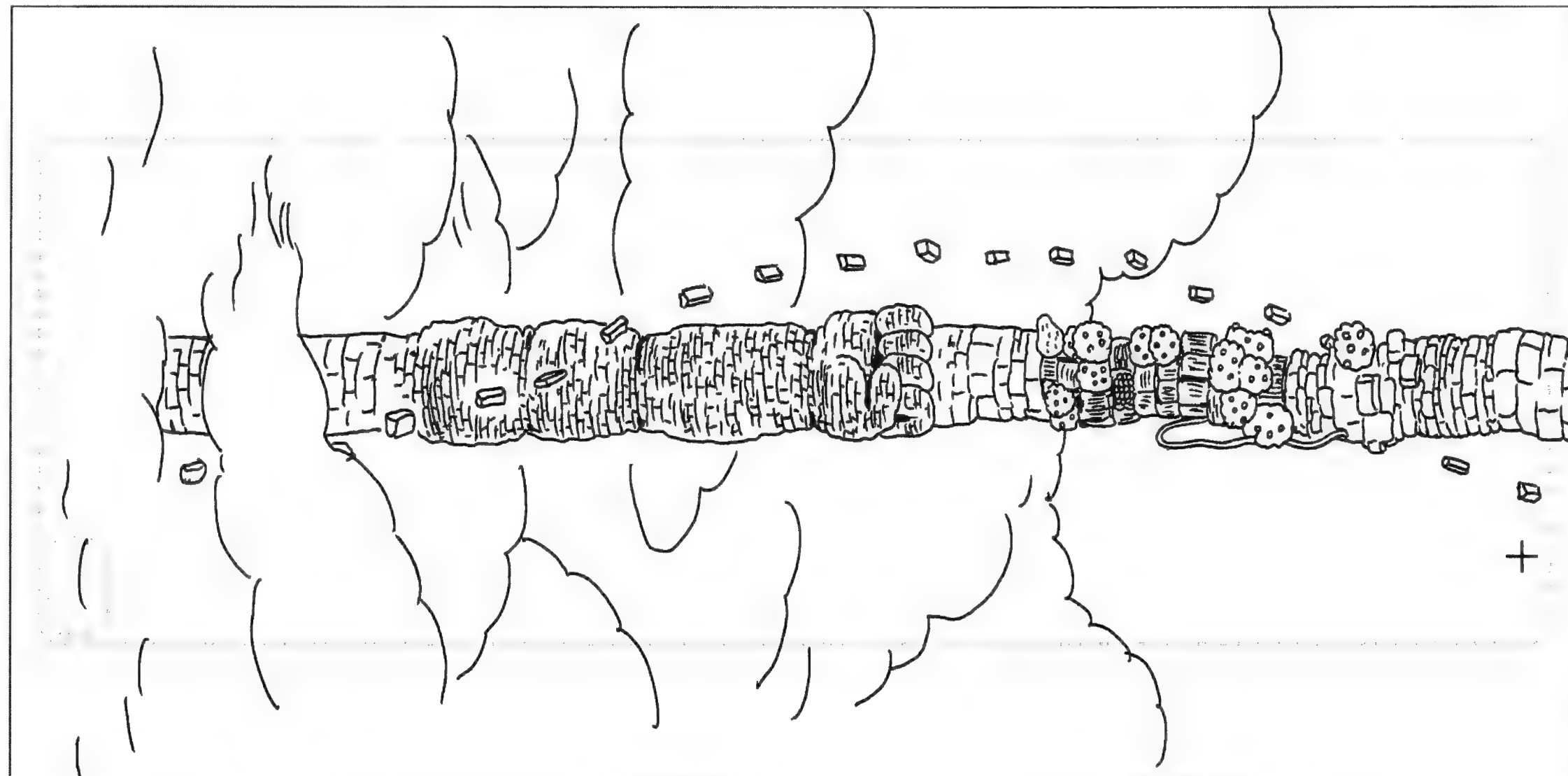
EPISODE # 1025-168  
Production :

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# ADVENTURE TIME



Page 144



Sc. 23

Pl. A

Bg.

day night

EPISODE #

Production :

1U25-168

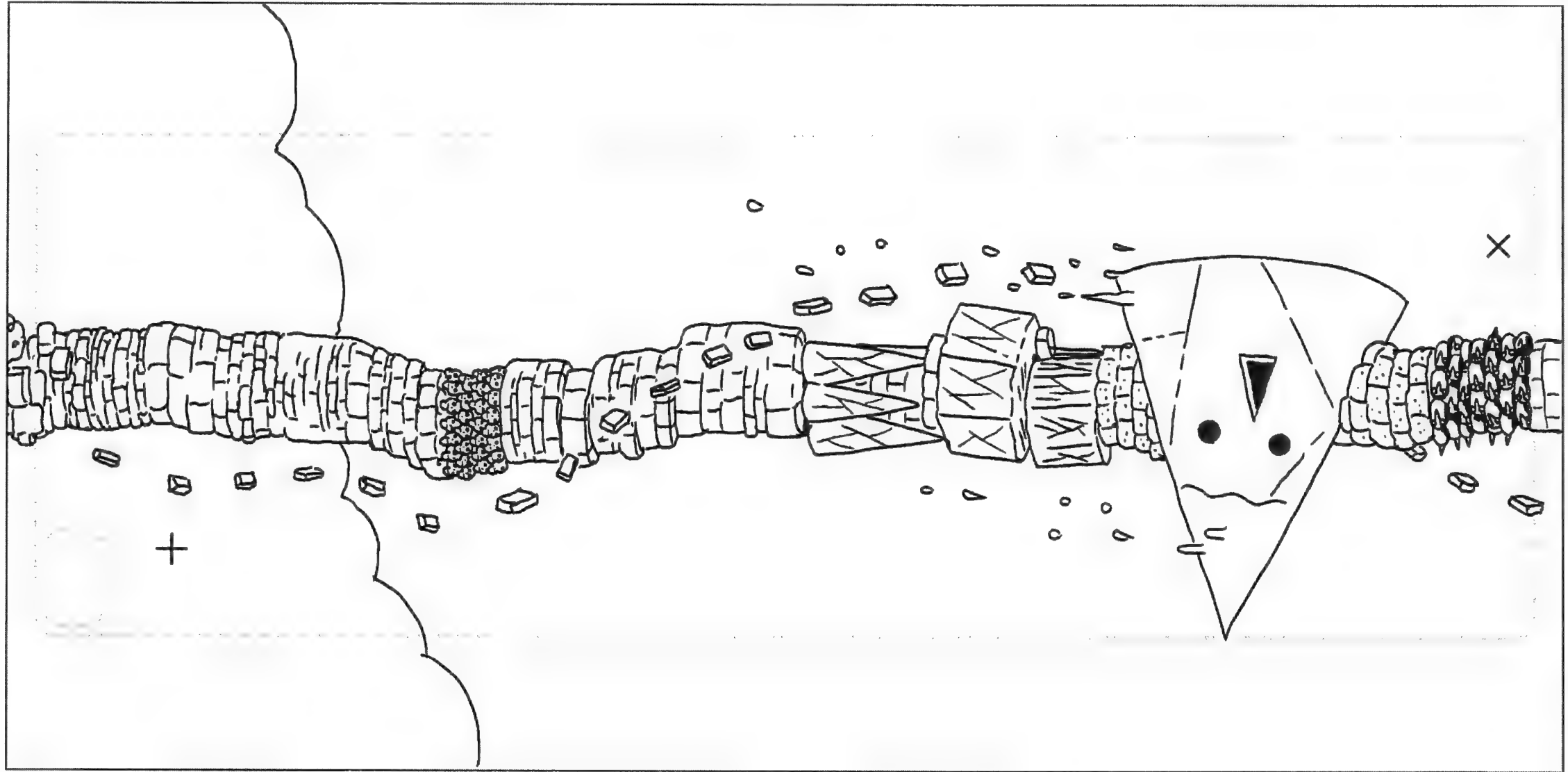
AOJ →

MORNING LIGHT.

FLYING STONES MADE OUT OF SNOW, STONE & ICE.

WILDBERRY KINGDOM.

ADVENTURE TIME



903 →

ICE KINGDOM

Sc. 63

Pnl. B

Bg.

day night

Production :

EPISODE #

1025-168



ADVENTURE TIME

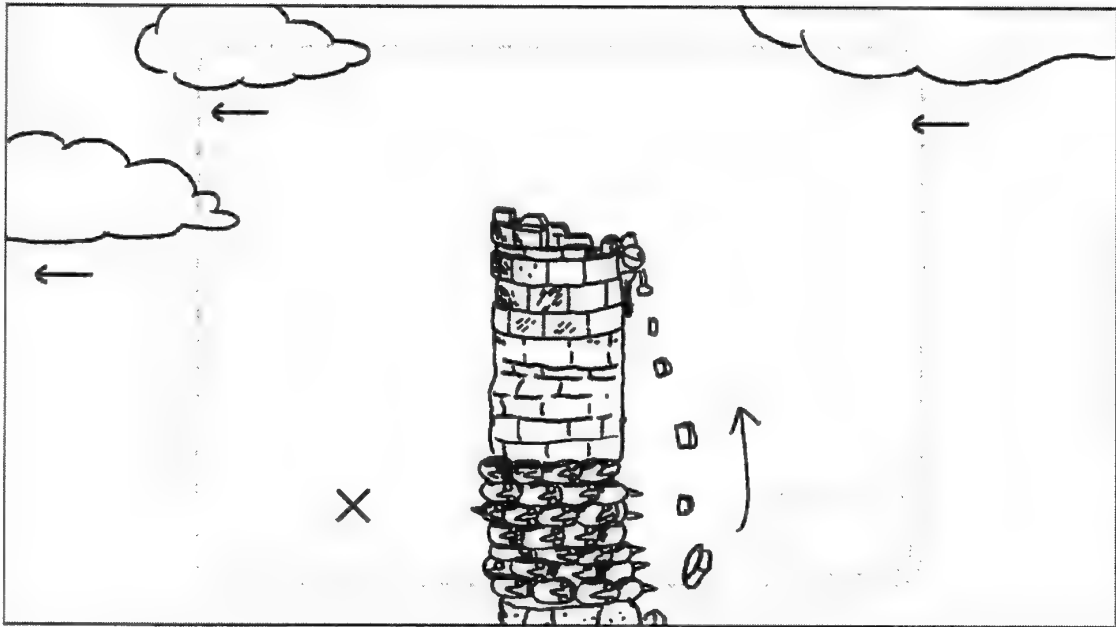


Sc. 93

Pnl. c

Bg.

day night

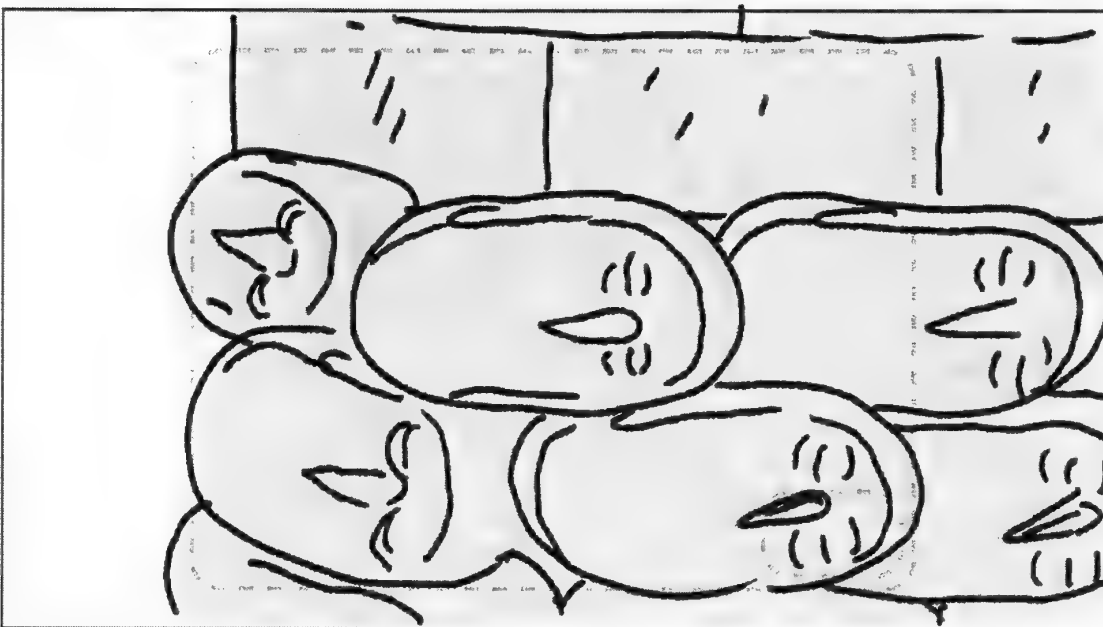


Sc. 94

Pnl. A

Bg.

day night



Dialog:

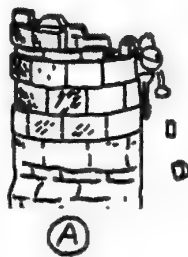
(SFX) WIND  
E/ (HASN'T SLEPT)

BABY'S BUILDING A TOWER INTO SPACE , TO TEAR OFF HIS DAD'S ARM.

Action:

CLOUDS MOVING. MAYBE  
THE CLOUDS EARLIER IN THE  
PAN DON'T NEED TO MOVE  
WITH THE CAMERA MOVING. MAYBE  
IT WOULDN'T BE NOTICABLE.

Timing:



LAYS A COUPLE  
BRICKS, A B A B

1025-168

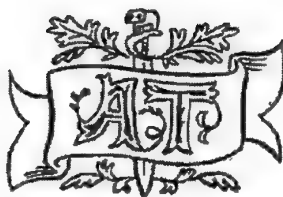
EPISODE #

Production :



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ADVENTURE TIME

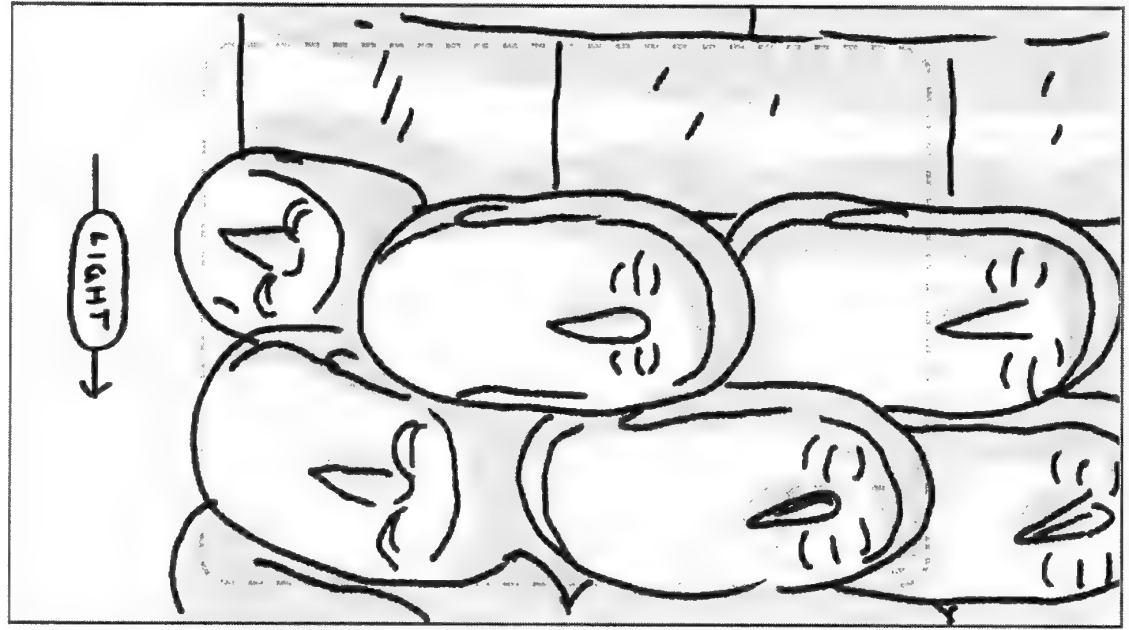


Sc. 9a

Pnl. 3

Bg.

day night

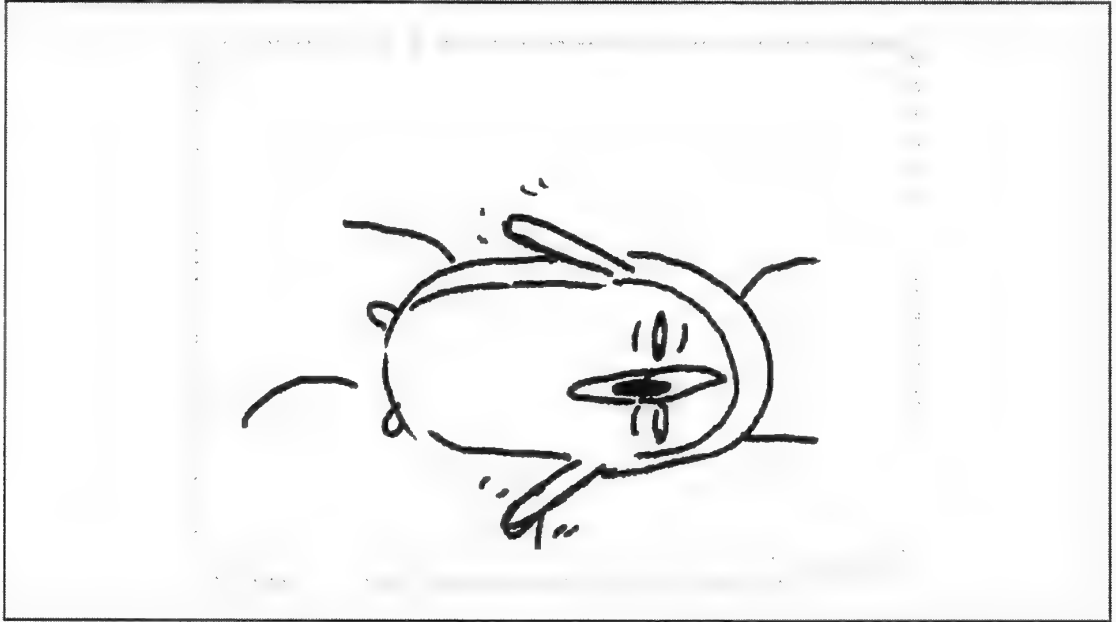


Sc. 9a

Pnl. C

Bg.

day night



Dialog:

• FROM LIKE WHERE THAT ROUND OF THE ARM BONE MEETS

Action:

= SUNRISE =

Timing:

• BIG STRETCH,  
• YAWN

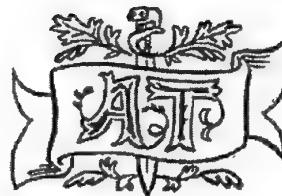
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EPISODE #

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# ADVENTURE TIME



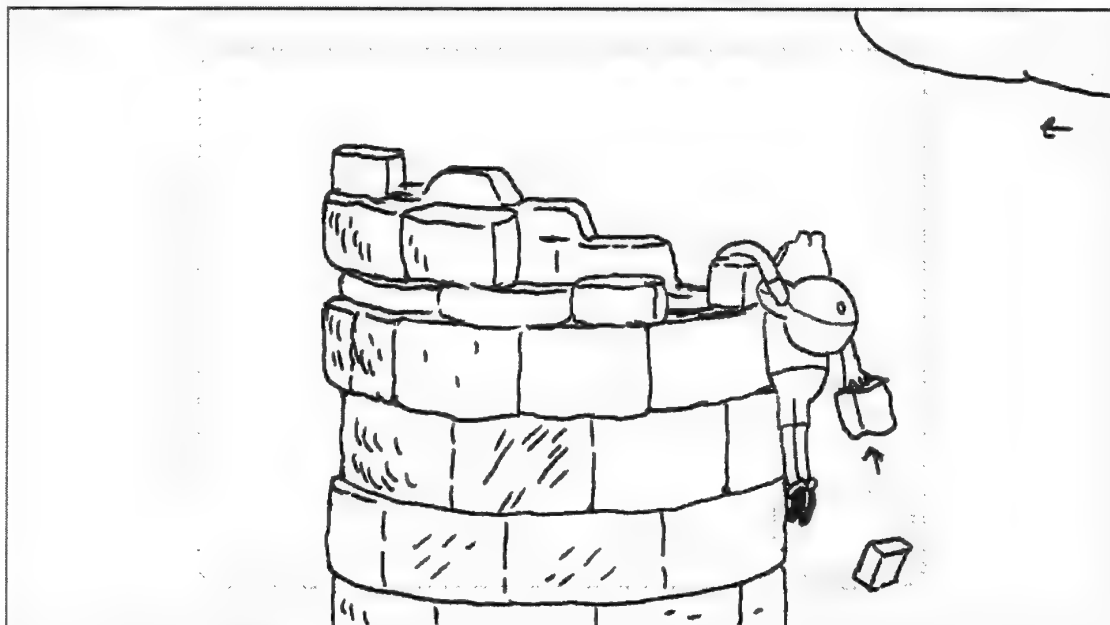
Page 148

Sc. 95

Pnl. A

Bg.

day night

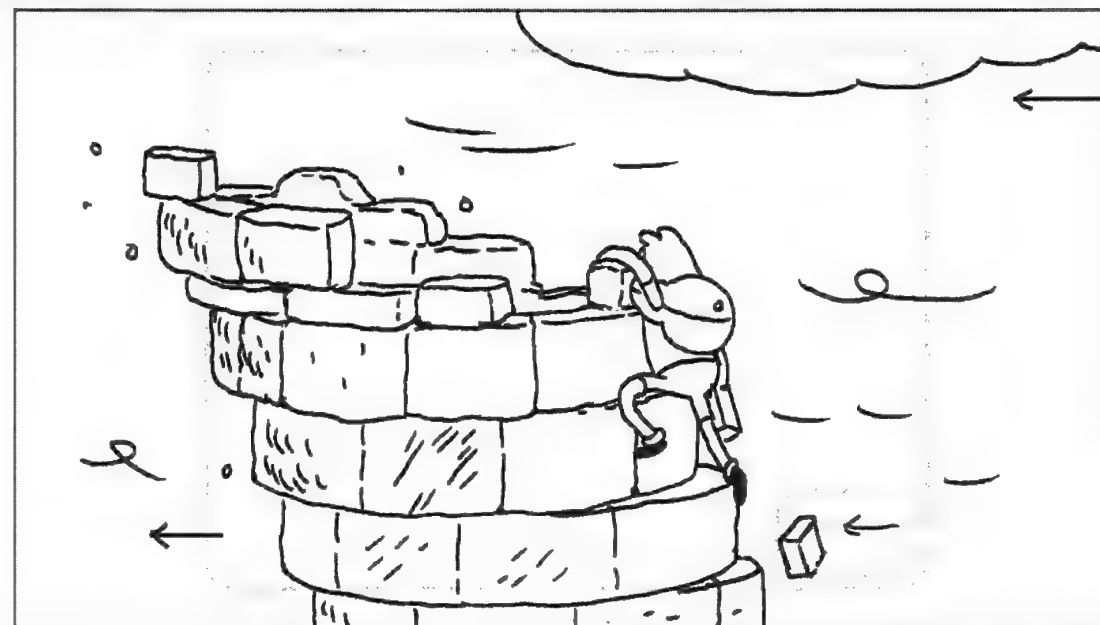


Sc. 95

Pnl. B

Bg.

day night



Dialog:

(SFX) WIND BLOWING.

(SFX) GUST!  
ROCK GRINDING

Action:

BUILDING, WIND BLOWING.  
CLOUDS MOVING

- WIND SHIFTS TOWER.
- FINN HAS USED NO GLUE, JUST A BIG JENGA.
- CLOUD SPEEDS UP WITH THE GUST.

Timing:

- FINN CATCHES BRICK

1025-168

EPISODE #

Production :

ADVENTURE TIME

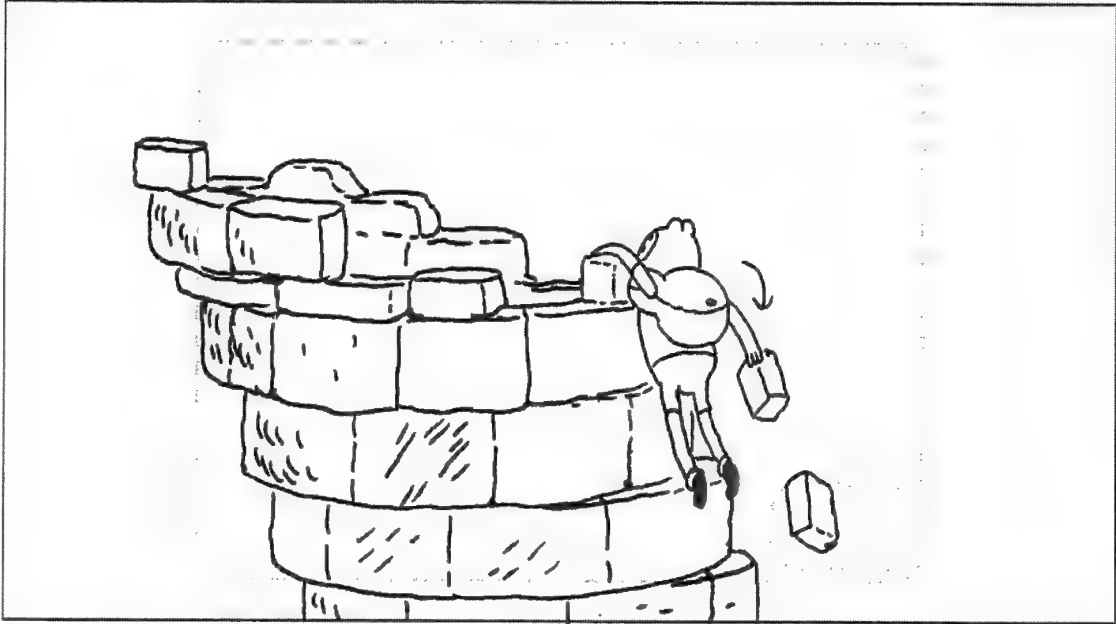


Sc. 95

Pnl. C

Bg.

day night

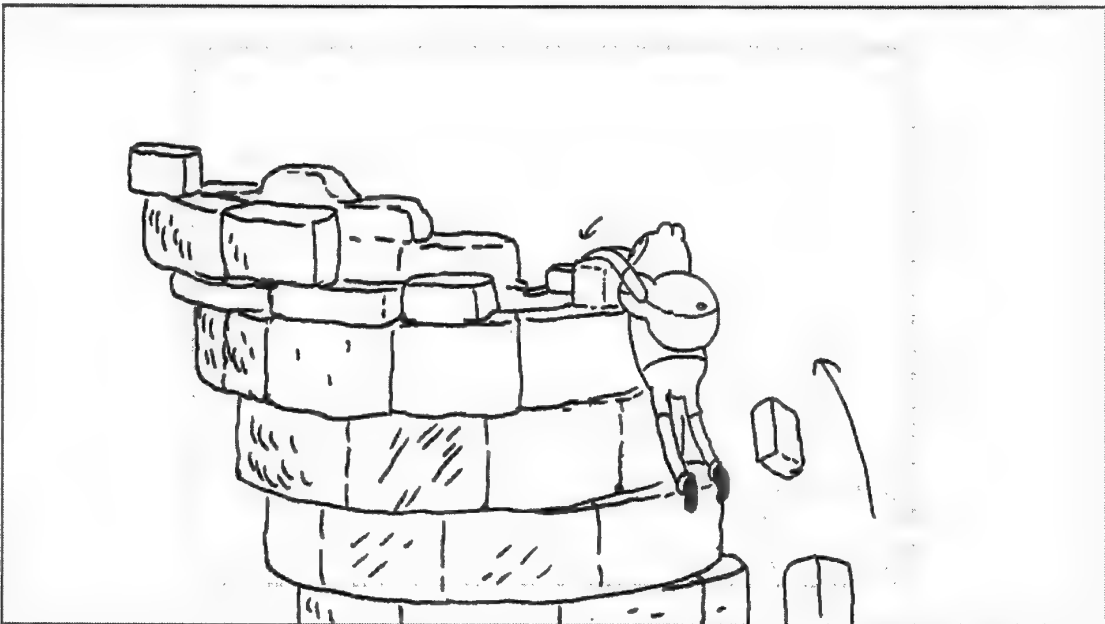


Sc. 95

Pnl. D

Bg.

day night



Dialog:

- THAT WEIRD FLAT BONE AT THE TOP OF THE BACK,

Action:

Timing:

1025-168

EPISODE #

Production :

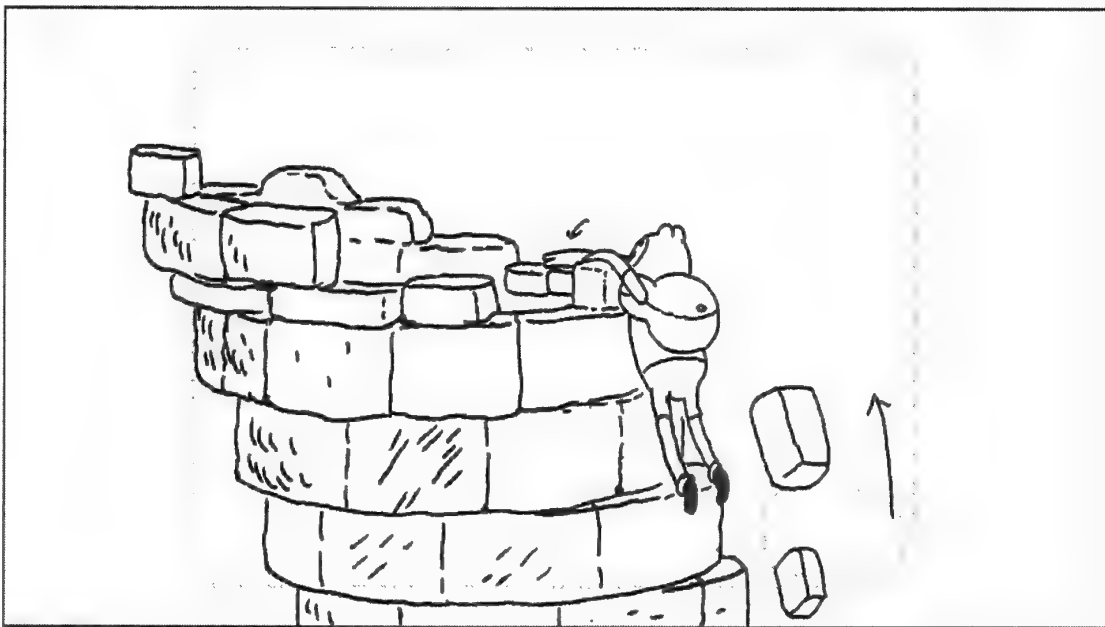
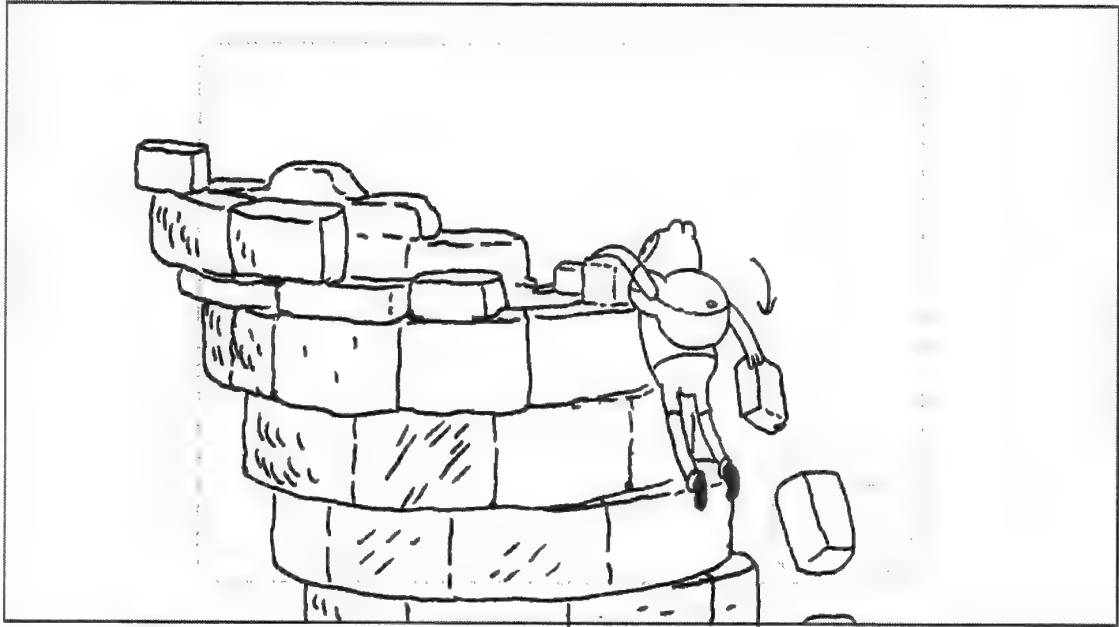
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# ADVENTURE TIME



Page 190

Sc. 95                      Pnl. E                      Bg.                      day night                      Sc. 95                      Pnl. F                      Bg.                      day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

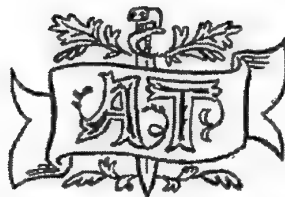
SECOND BRICK POSES.

EPISODE # 1025-168

Production :

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ADVENTURE TIME

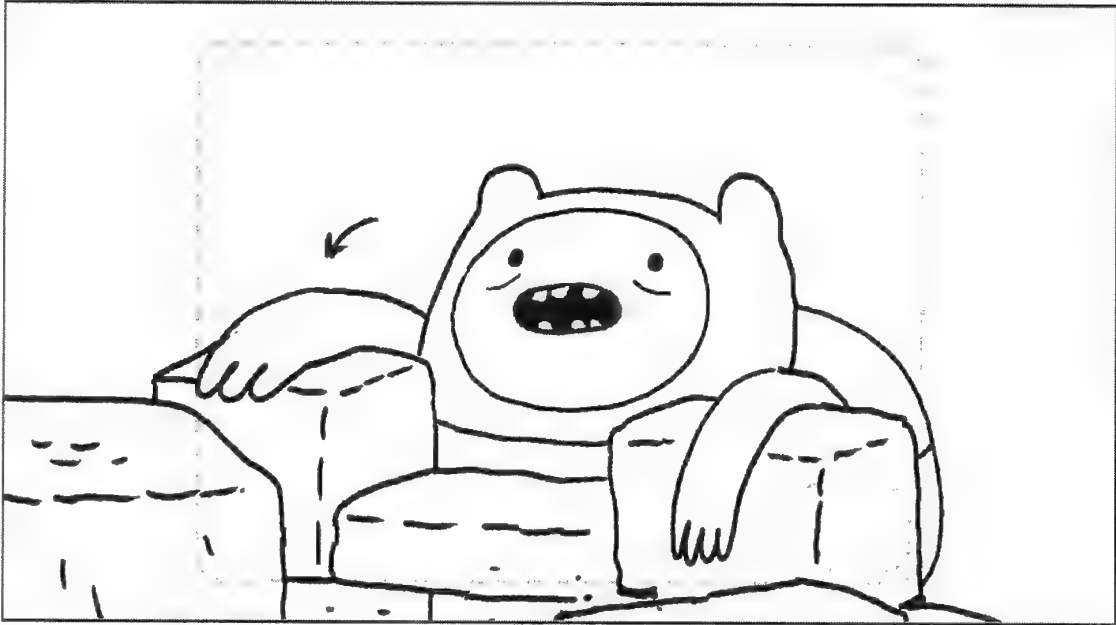


Sc. 96

Pnl. A

Bg.

day night

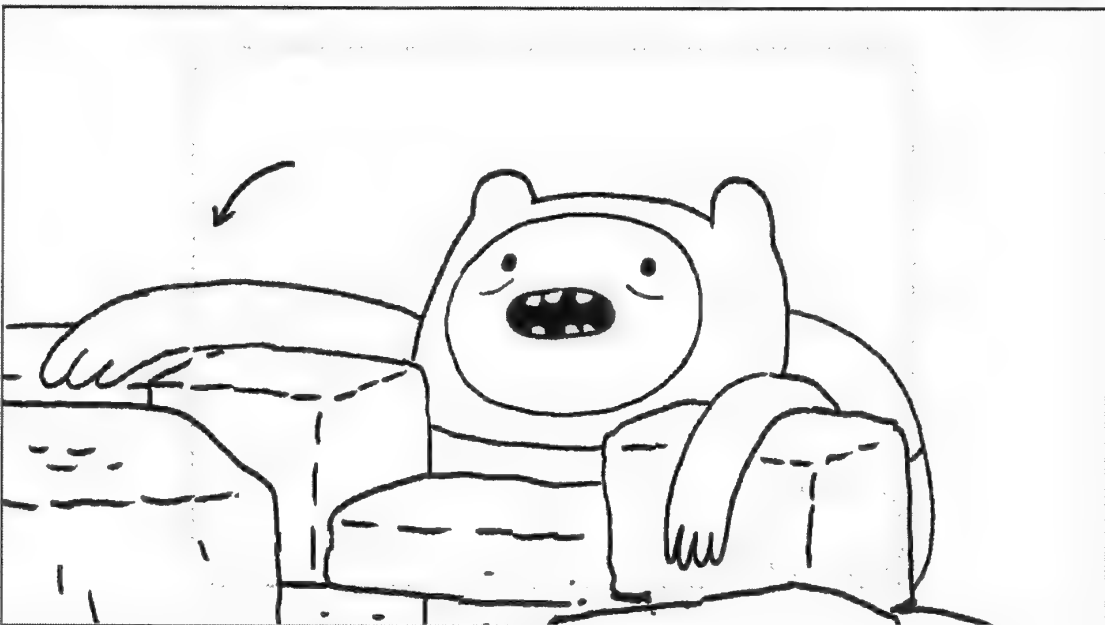


Sc. 96

Pnl. B

Bg.

day night



Dialog:

(SFX) / WIND

Ⓔ GONNA PULL ~~THAT~~ THAT UNTIL IT COMES OFF.

Action:

FINN'S "EARS" FLAPPING IN THE WIND.

Timing:

EPISODE #

1025-168

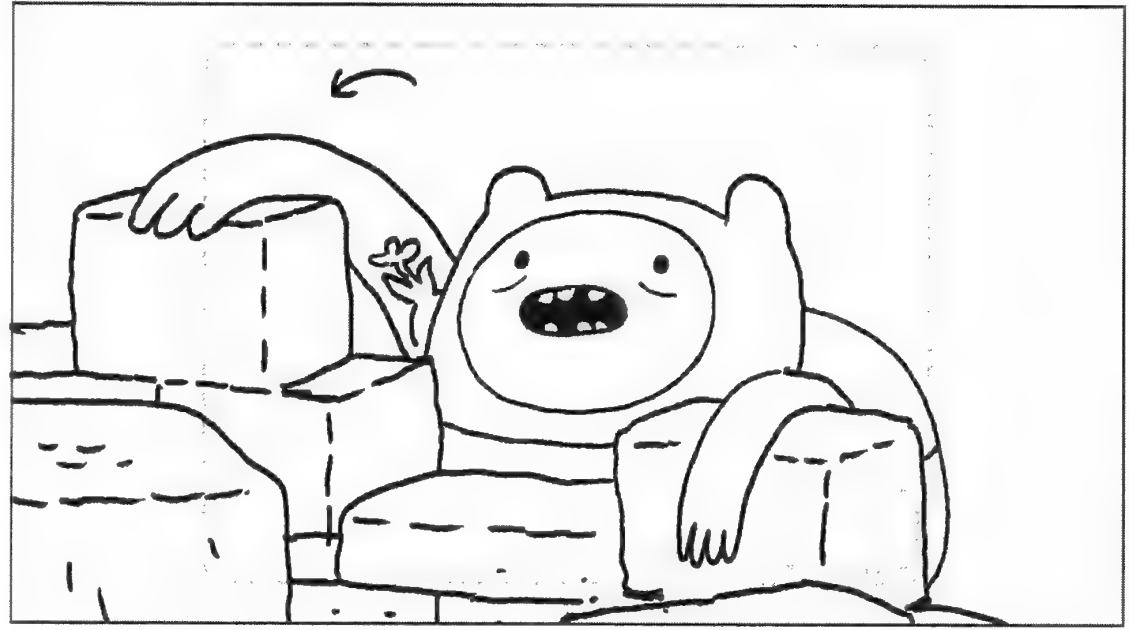
Production :

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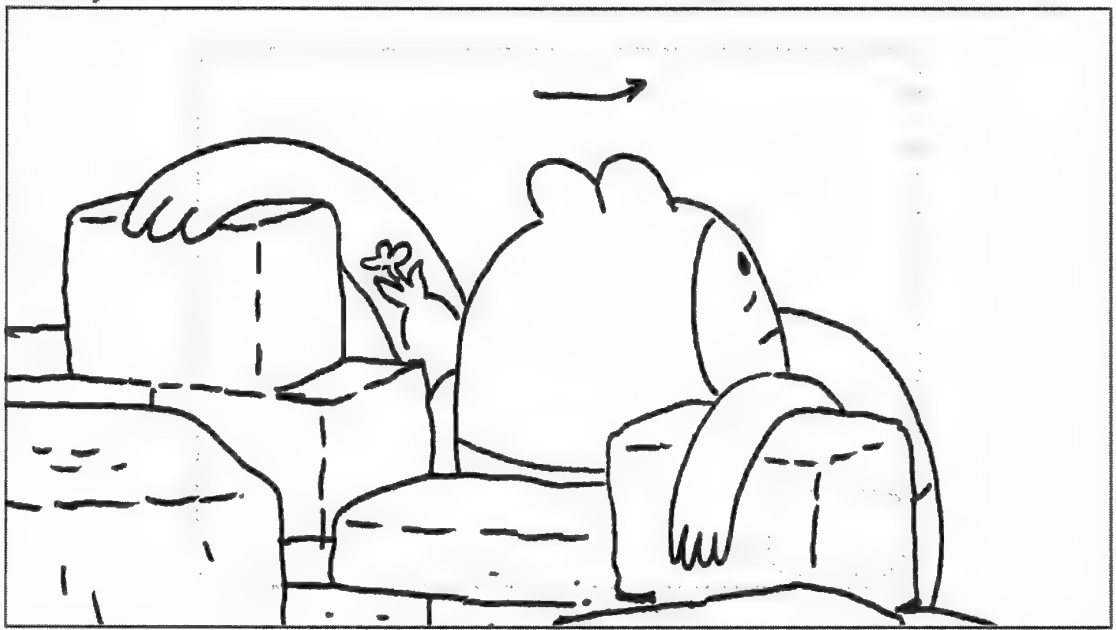
ADVENTURE TIME



Sc. 96 Pnl. C Bg. day night



Sc. 96 Pnl. D Bg. day night

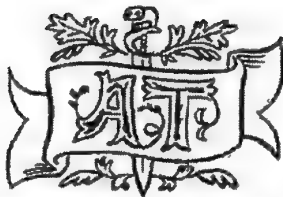


Dialog:  
ⓕ BABY'S BUILDING A TOWER OF REVENGE\* (CUT OFF)  
OS. CARROLL / HEY KID!  
Action: STARTS A NEW VERSE  
Timing:

EPISODE # 1025-168  
Production :

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# ADVENTURE TIME

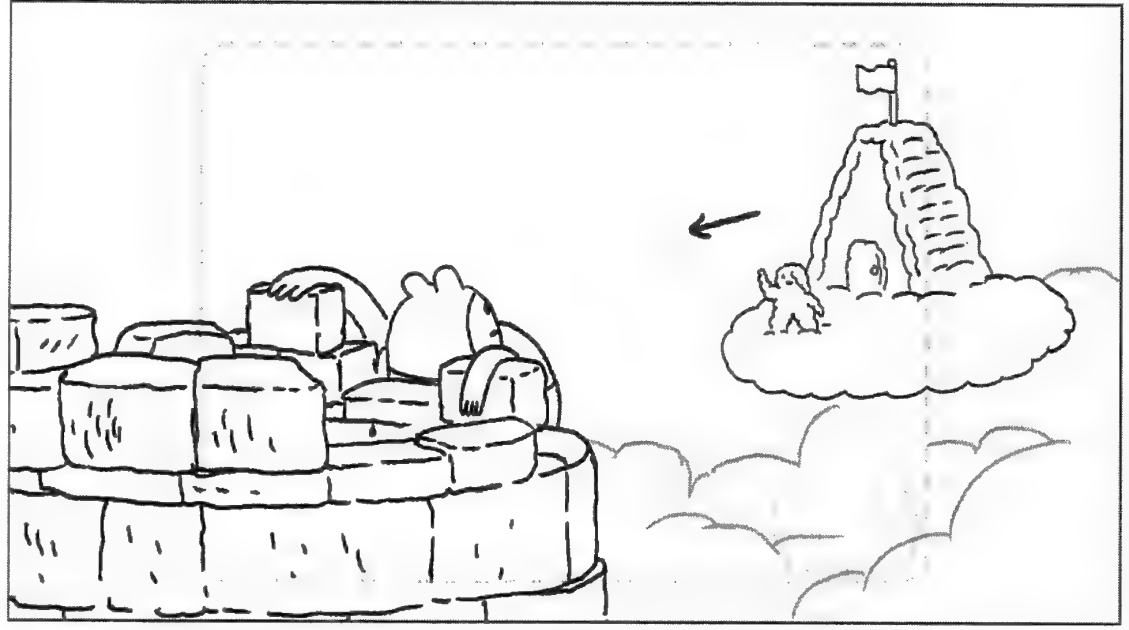


Sc. 97

Pnl. A

Bg.

day night

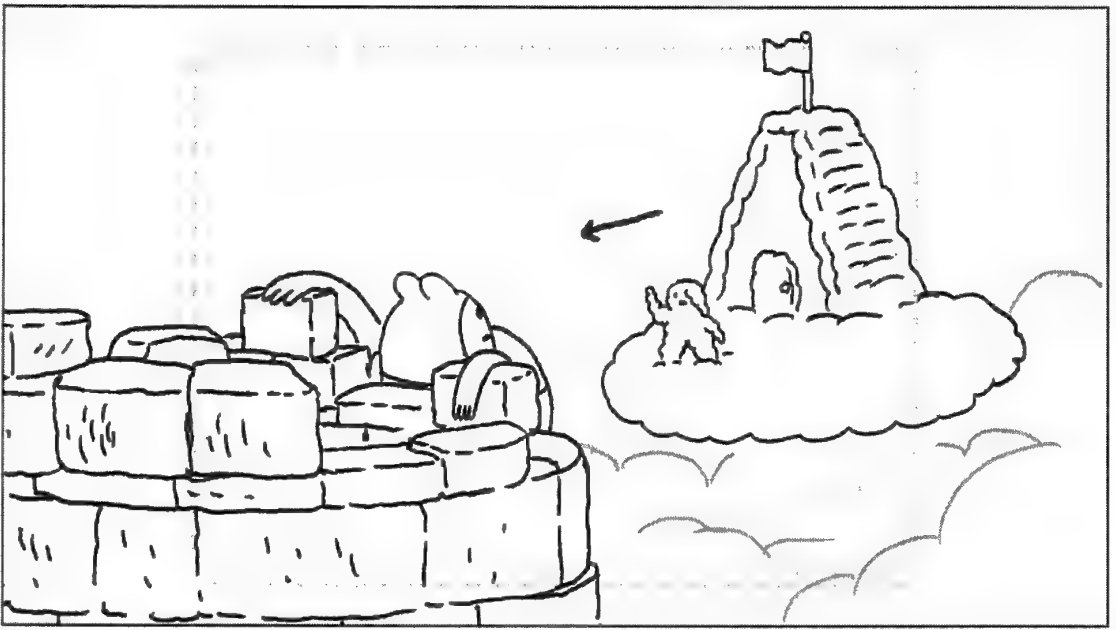


Sc. 97

Pnl. B

Bg.

day night



Dialog:

CARROLL / IT'S ME AGAIN. CARROLL.      CARROLL / MY NAME'S CARROLL

Action:

Timing:

1025-168

EPISODE #

Production :

# ADVENTURE TIME

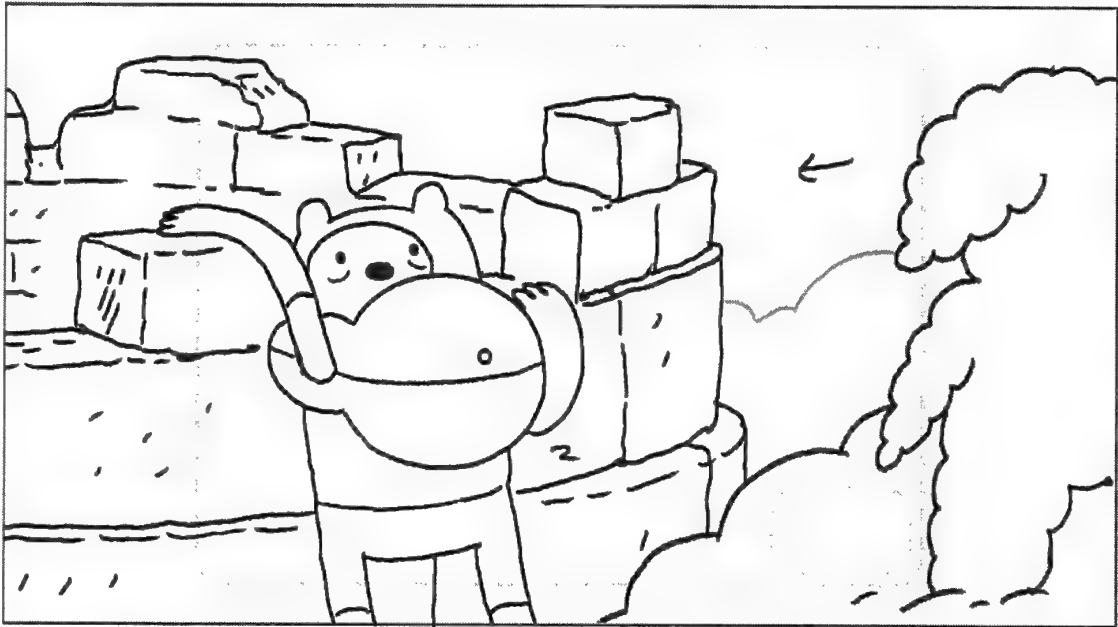


Sc. 98

Pnl. A

Bg.

day night

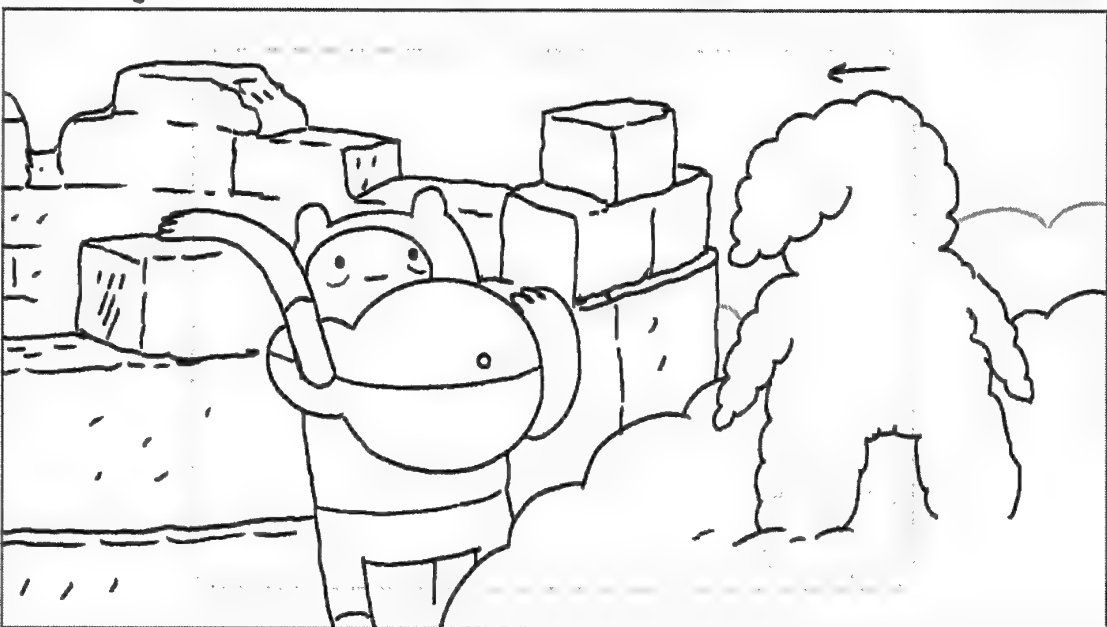


Sc. 98

Pnl. B

Bg.

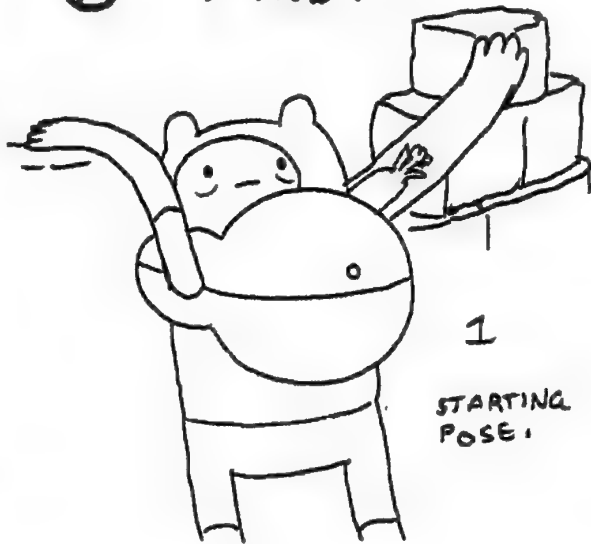
day night



Dialog:

ⓔ FINN.

Action:



Timing:

- WIND SETTLES DOWN
- CLOUD HOUSE EASES IN.

Production :

EPISODE #

1025-168



# ADVENTURE TIME

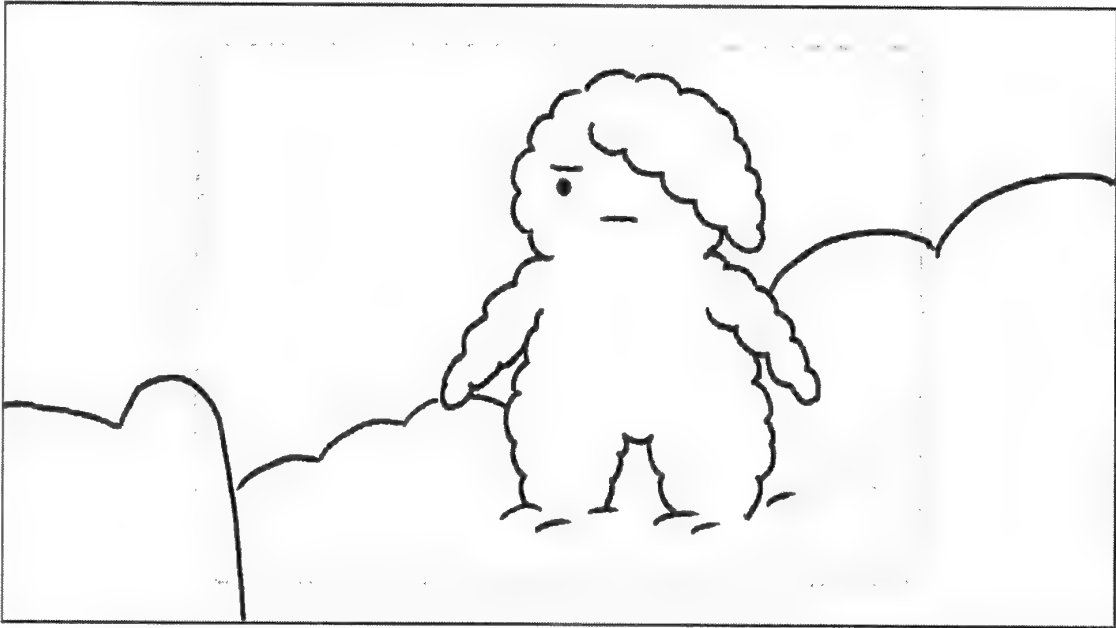


Sc. 99

Pnl. A

Bg.

day night



Sc. 99

Pnl. B

Bg.

day night



Dialog:

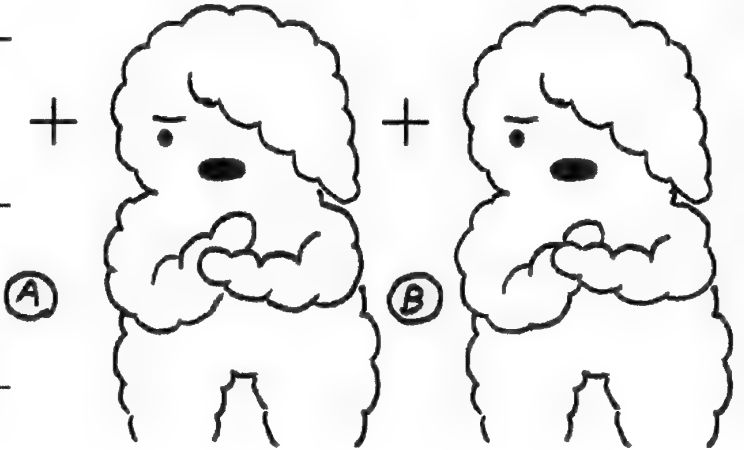
©/ FINN, LOOK

Action:

STARTING  
POS.

Timing:

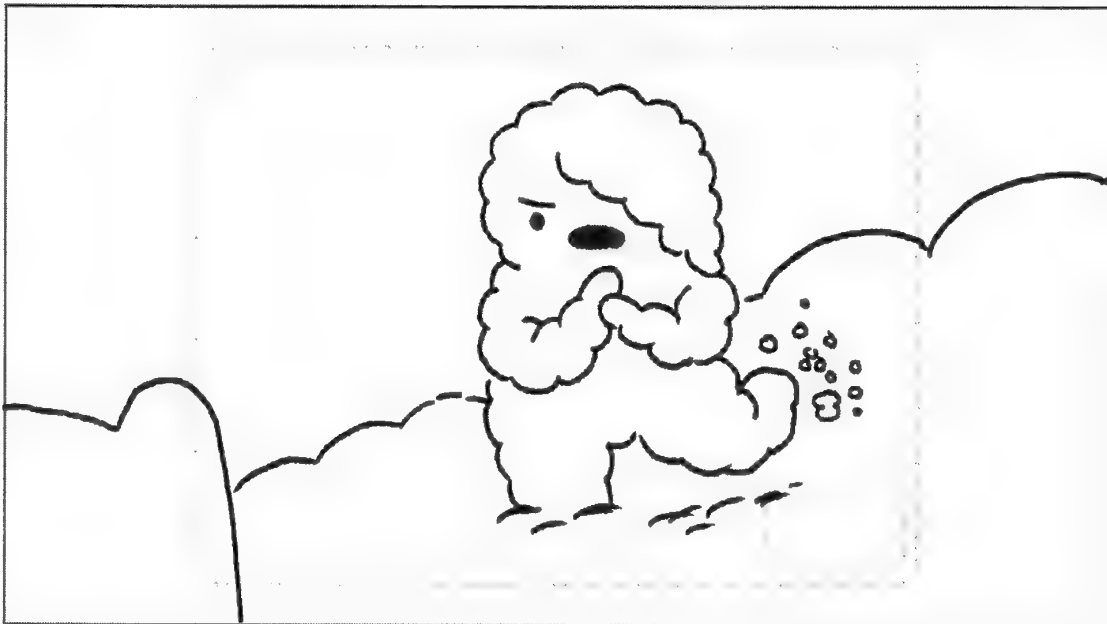
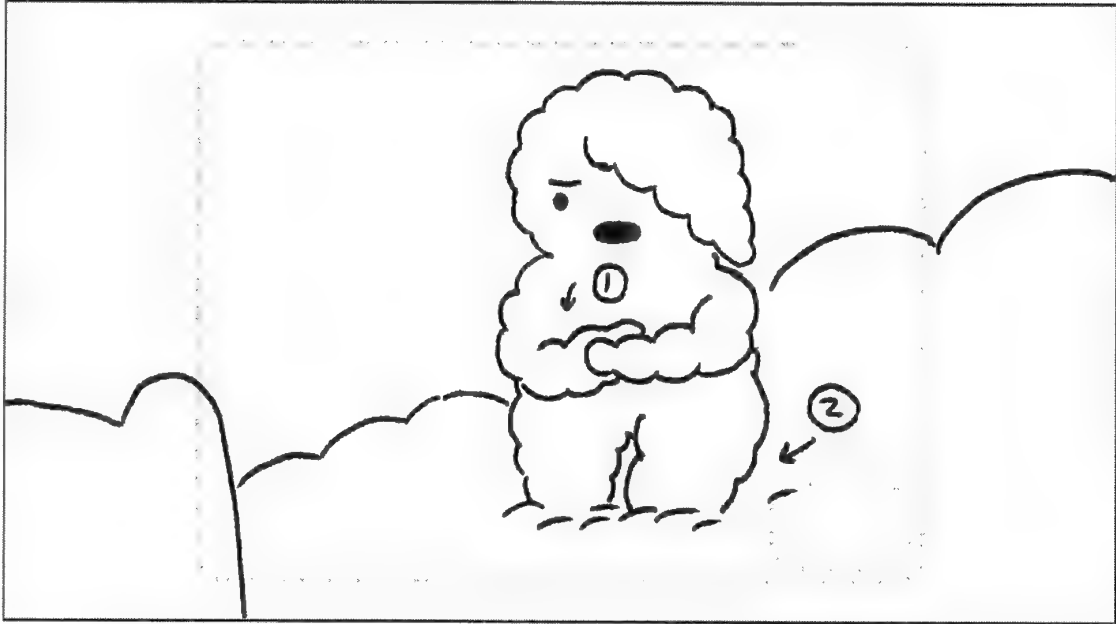
A B A



ADVENTURE TIME



Sc. 99 Pnl. C Bg. day night Sc. 99 Pnl. D Bg. day night



|         |                                            |
|---------|--------------------------------------------|
| Dialog: | ©/ I'M SORRY ABOUT BLASTING YOU YESTERDAY, |
| Action: | KICKS                                      |
| Timing: |                                            |

ADVENTURE TIME



Sc. 99

Pnl. E

Bg.

day night

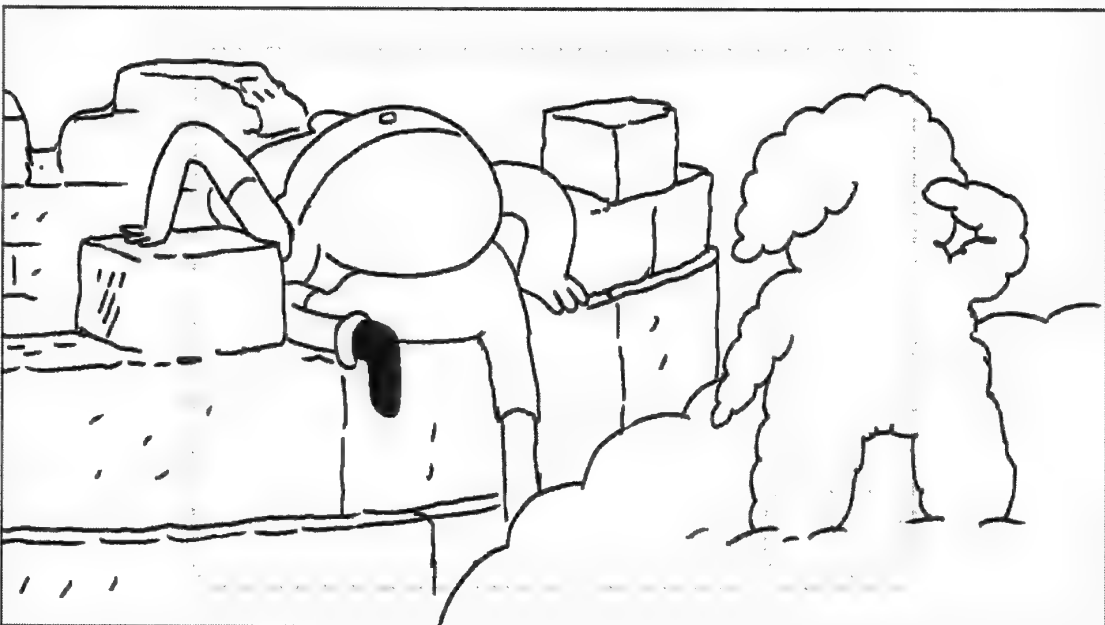


Sc. 100

Pnl. A

Bg.

day night



|         |                                                          |  |            |
|---------|----------------------------------------------------------|--|------------|
| Dialog: | © / ... HEY MAN ARE YOU REALLY GOING TO DO THOSE THINGS? |  | © / : uh : |
| Action: | +<br>A ↓ + B ↑                                           |  |            |
| Timing: |                                                          |  | ABABA      |

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# ADVENTURE TIME



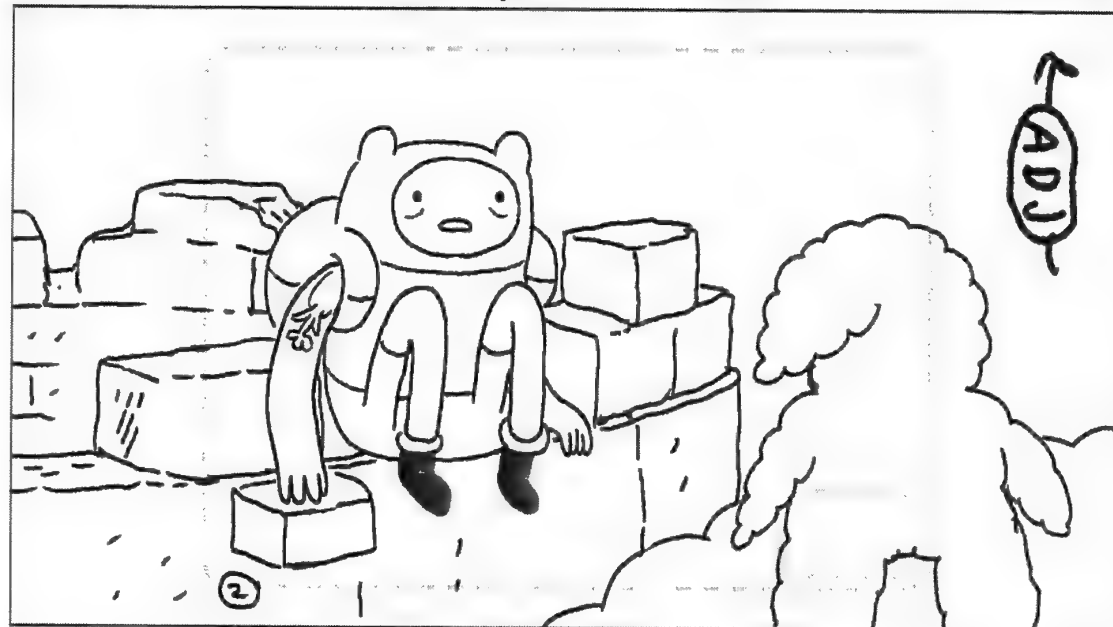
Page 158

Sc. 100

Pnl. B

Bg.

day night

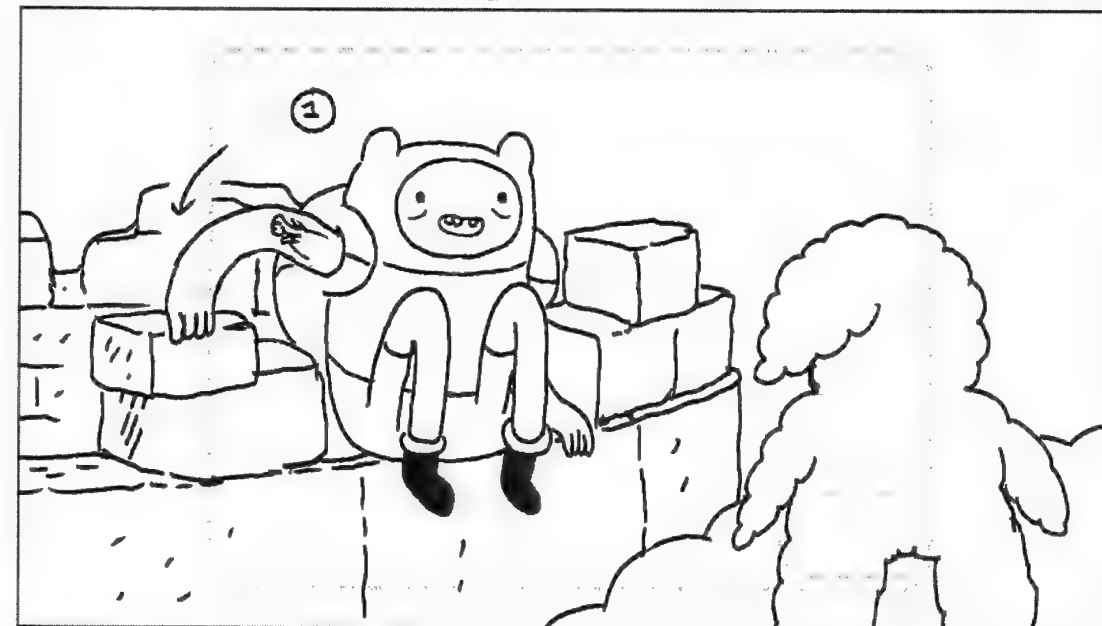


Sc. 100

Pnl. C

Bg.

day night



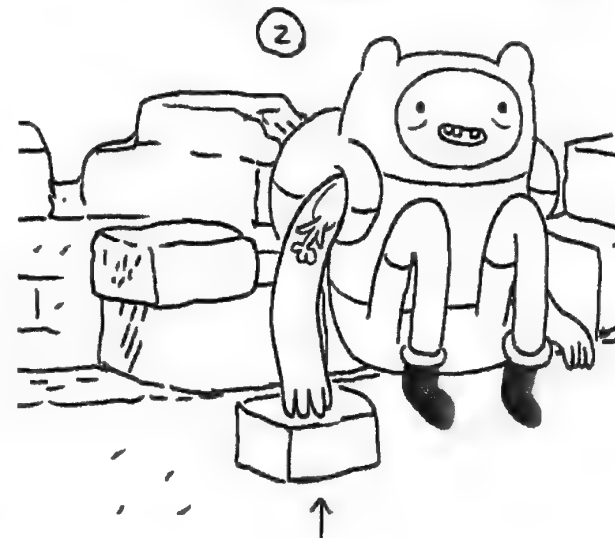
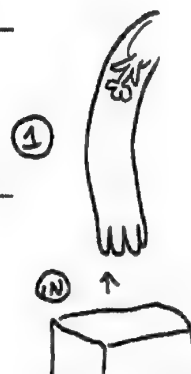
Dialog: (F) YEAH, FOR REVENGE.

I THINK IT'LL FEEL GOOD!

Action:

STILL BUILDING.

Timing:



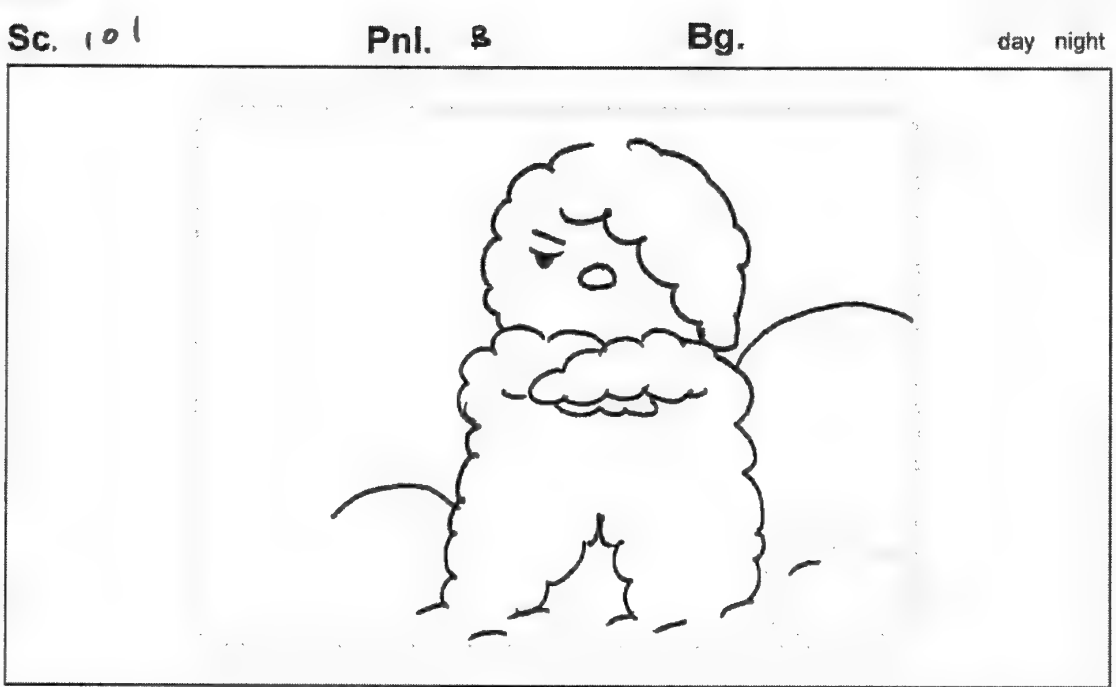
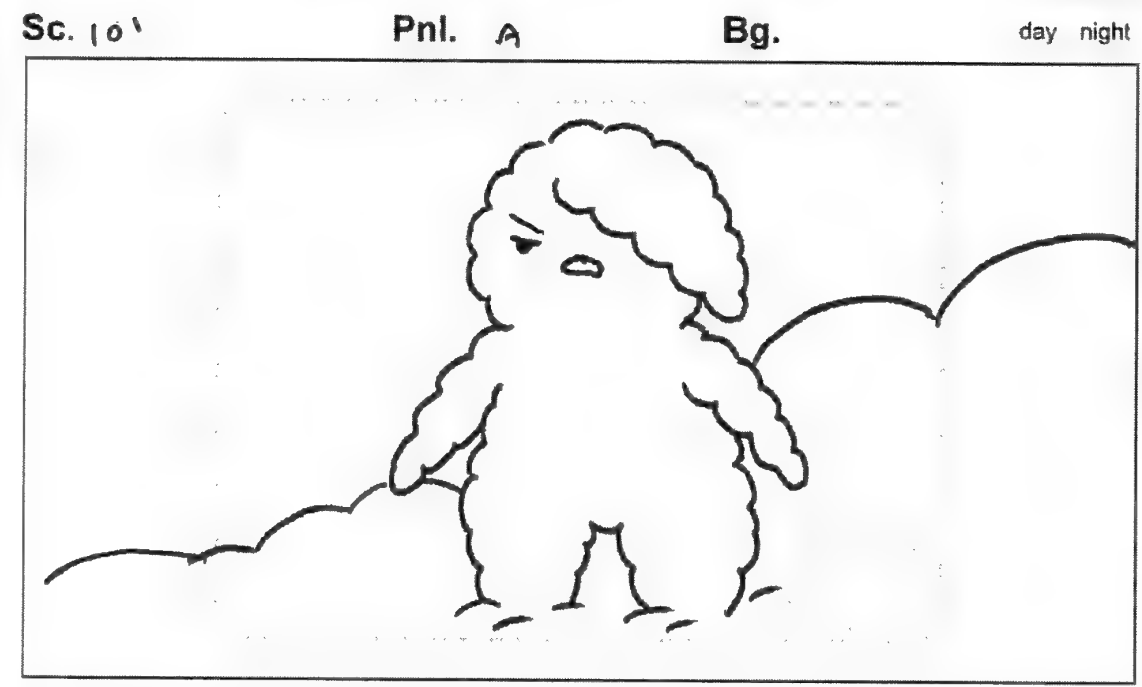
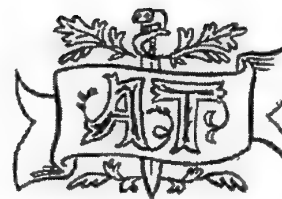
1025-168

EPISODE #

Production :

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# ADVENTURE TIME



|                        |               |
|------------------------|---------------|
| Dialog:                |               |
| ©/ I GET IT, I GET IT, |               |
| Action:                | STARTING POS. |
| Timing:                |               |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME



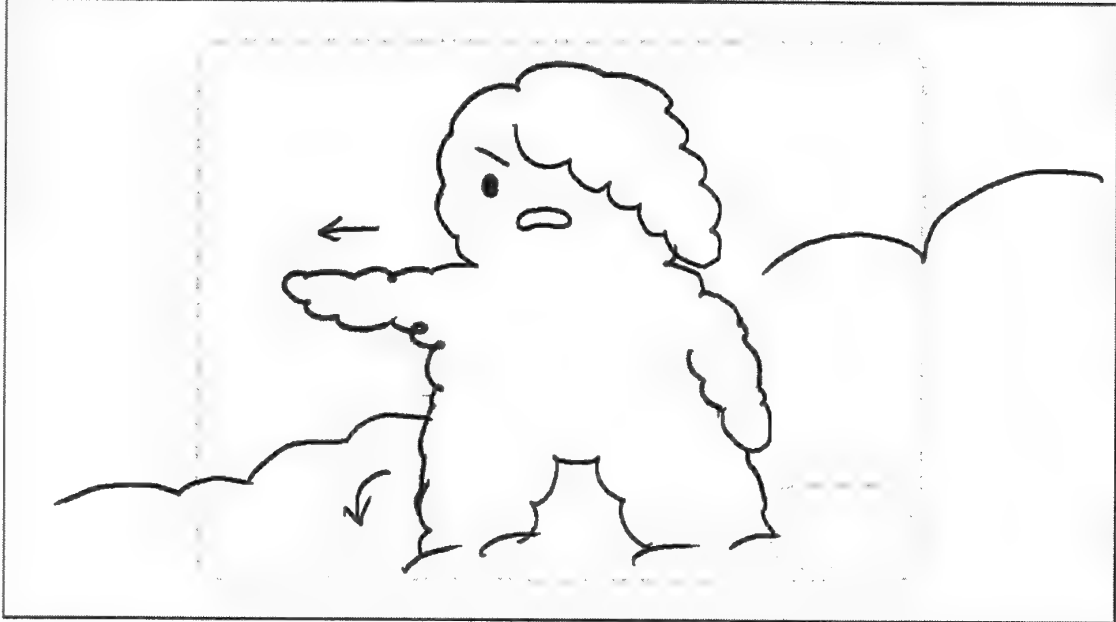
Page 168

Sc. 161

Pnl.

Bg.

day night

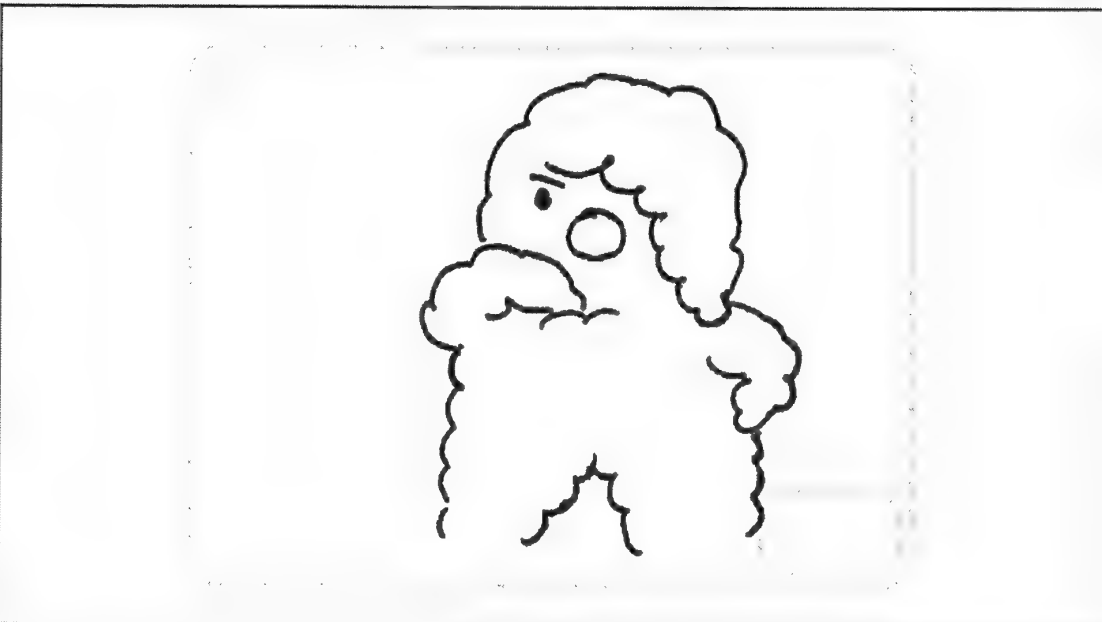


Sc. 161

Pnl.

Bg.

day night



Dialog:

© BUT LET ME TELL  
YOU SOMETHING,

©/ I USED TO BE WATER.

Action:

≡ A STRONG POINT ≡

Timing:

1025-168

EPISODE #

Production :

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ADVENTURE TIME

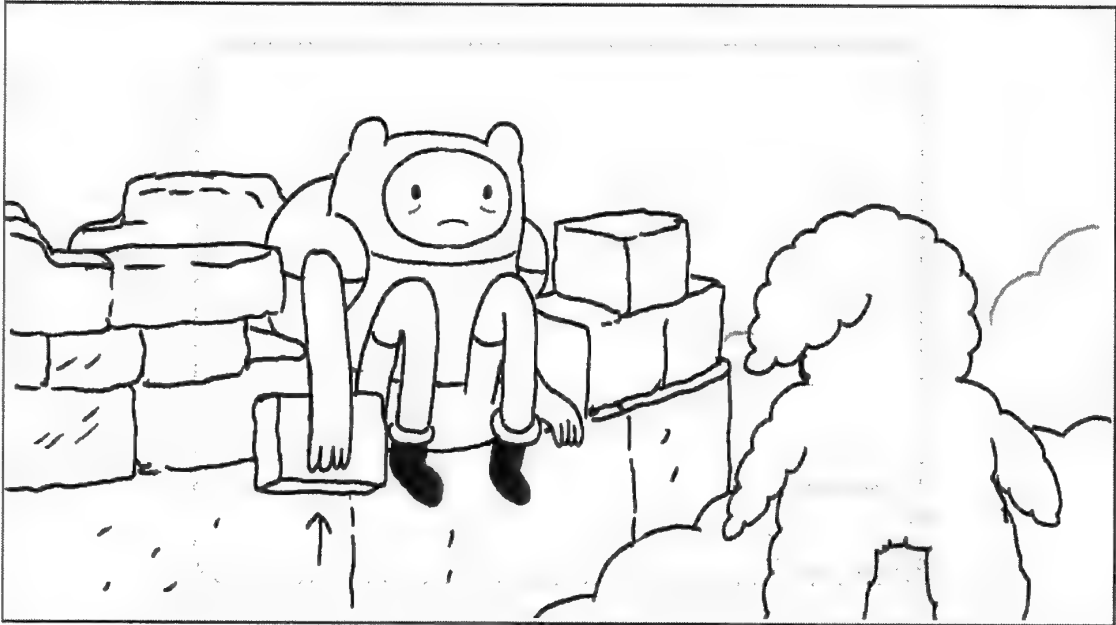


Sc. 102

Pnl. A

Bg.

day night



Sc. 102

Pnl. B

Bg.

day night



Dialog:

© / LIKE A POND OR SOMETHING. REAL WET.

Action:

FINN BUILDING, NODDING

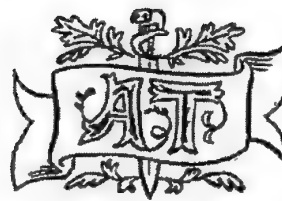
Timing:

EPISODE # 1025-168

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# ADVENTURE TIME



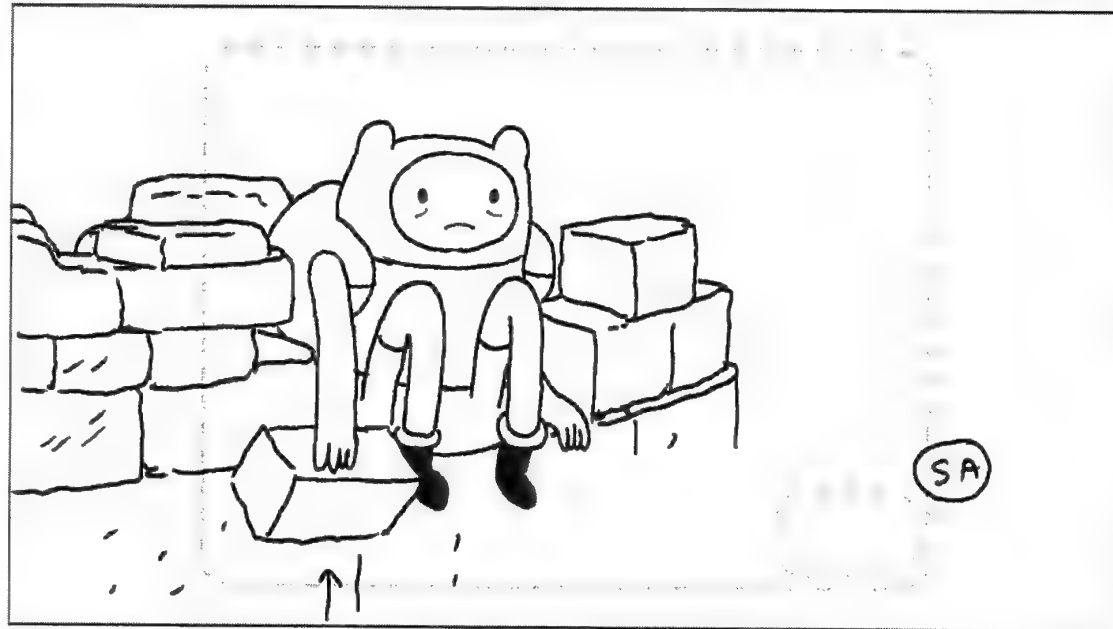
Page 162

Sc. 102

Pnl. C

Bg.

day night

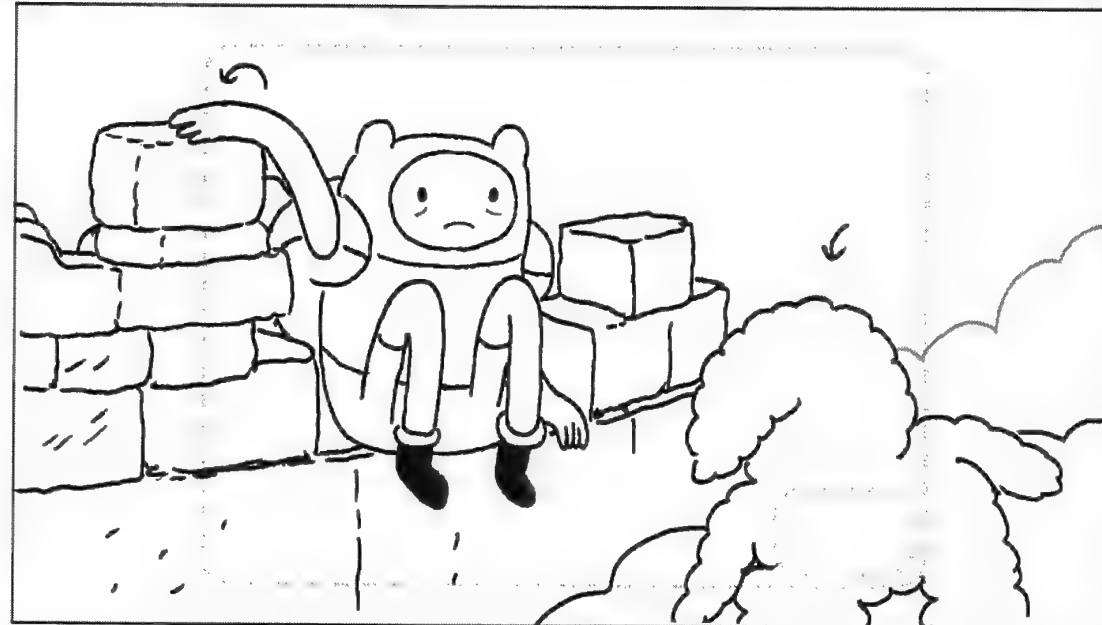


Sc. 102

Pnl. D

Bg.

day night



Dialog:

Action:

= EXTRA BRICK POSES IF THEY'R NEED FOR TIME. =

CARROLL STARTS TO SIT DOWN.

Timing:

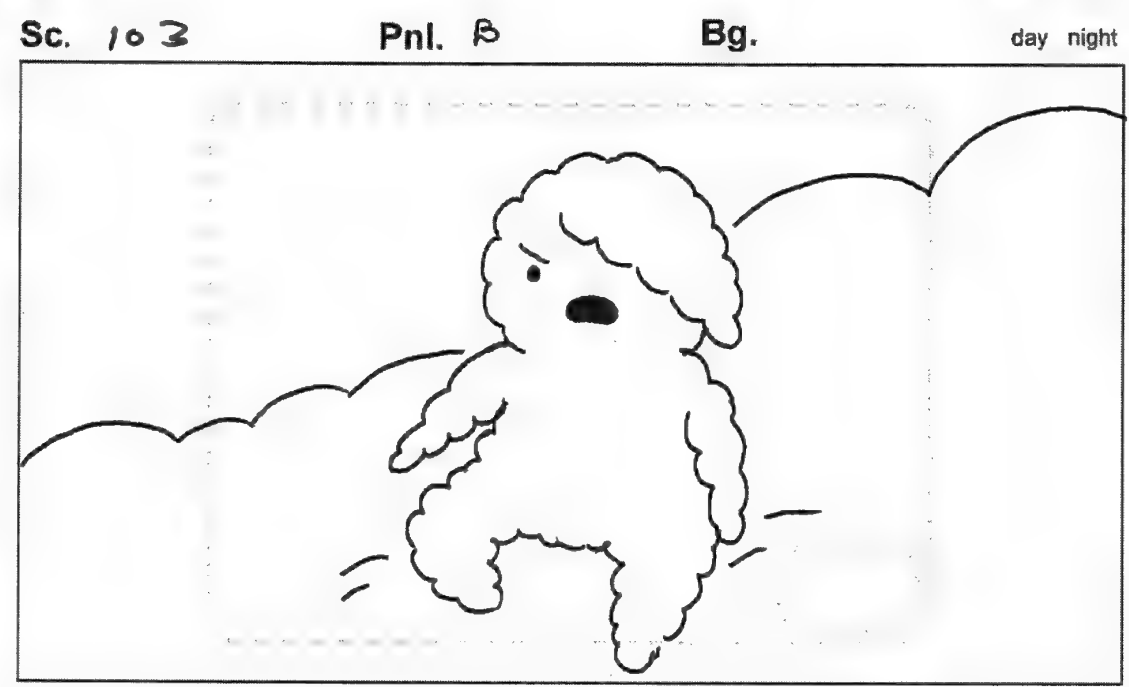
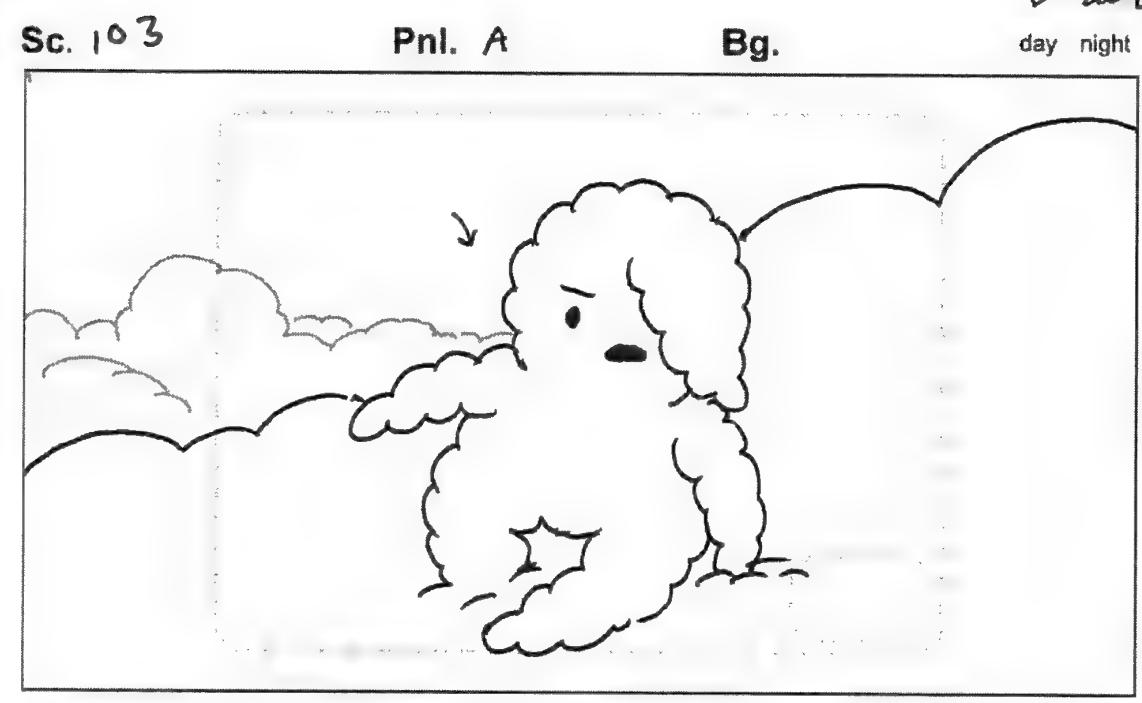
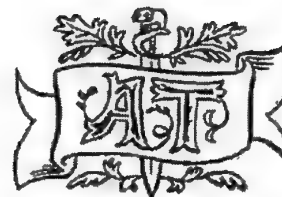
EPISODE # 1025-168

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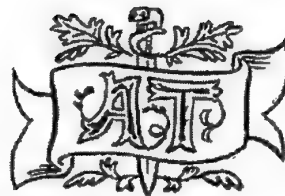
# ADVENTURE TIME



|         |                                                                                                                                         |              |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------|--------------|
| Dialog: | © / I USED TO <u>HATE</u> PEOPLE SWIMMING<br>IN ME, KICKING AND STUFF,<br>SO WHAT DID I DO? I EVAPORATED.<br>I GOT MYSELF OUT OF THERE. |              |
| Action: | ↑<br>DIAG. THRU THE<br>SCENE.                                                                                                           | CARROLL SITS |
| Timing: |                                                                                                                                         |              |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

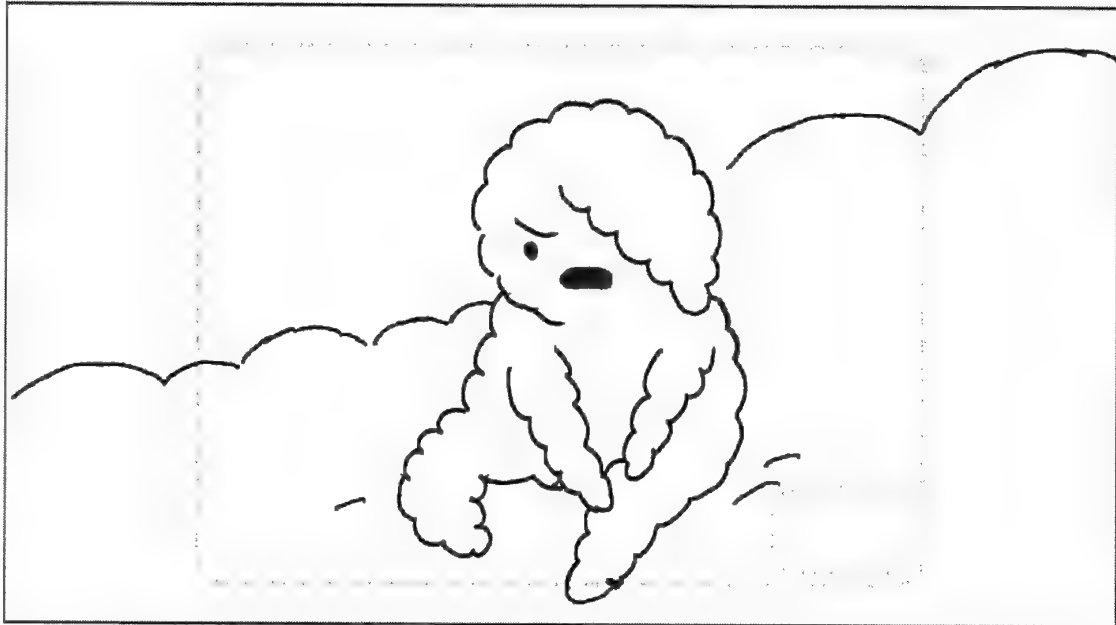


Sc. 103

Pnl. c

Bg.

day night



Sc. 103

Pnl. D

Bg.

day night



Dialog:

Action:

THIS WHOLE TIME CARROLL IS TRYING  
TO GET INTO THE LOTUS POSITION.

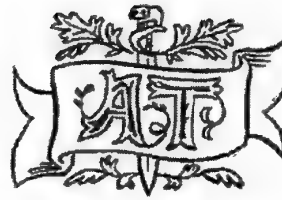
Timing:

EPISODE # 1025-168

Production :

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# ADVENTURE TIME



Page 169

Sc. 103

Pnl. E

Bg.

day night



Sc. 103

Pnl. F

Bg.

day night



Dialog:

Action:

REALLY PUTS THAT LEG THERE

Timing:

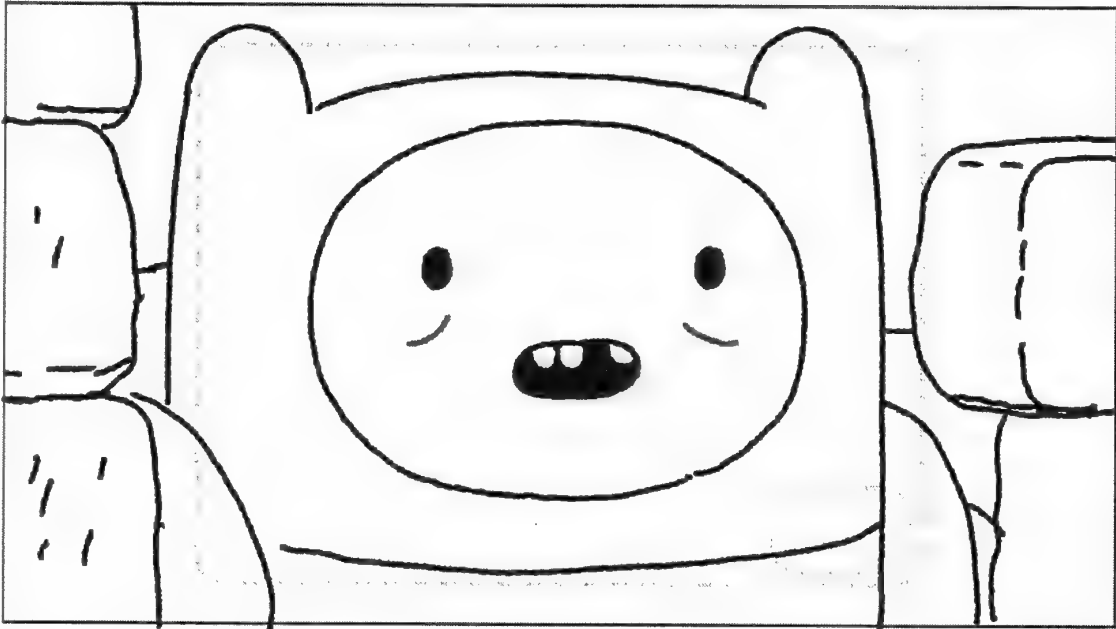
EPISODE # 1025-168

Production :

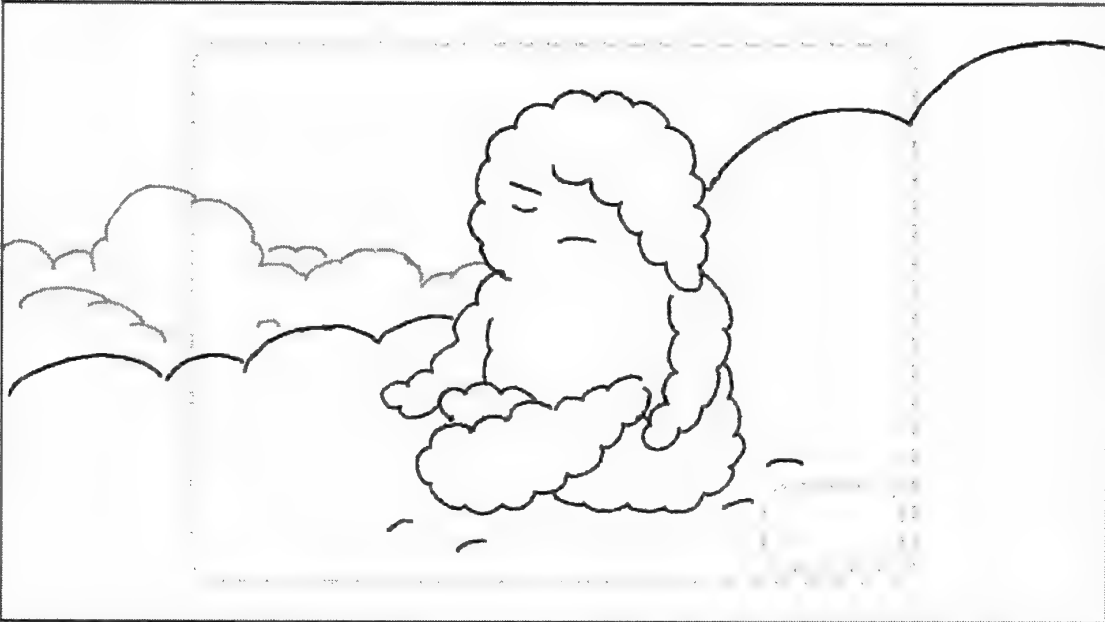
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 105 Pnl. A Bg. day night



|                                              |                                       |
|----------------------------------------------|---------------------------------------|
| Dialog:                                      |                                       |
| ⓕ/ YOU SHOULD HAVE<br>PULLED OFF THEIR LEGS! |                                       |
| Action:                                      | REAL MATTER OF<br>FACT, STARTING POS. |
| Timing:                                      |                                       |

1025-168

EPISODE #

Production :

ADVENTURE TIME

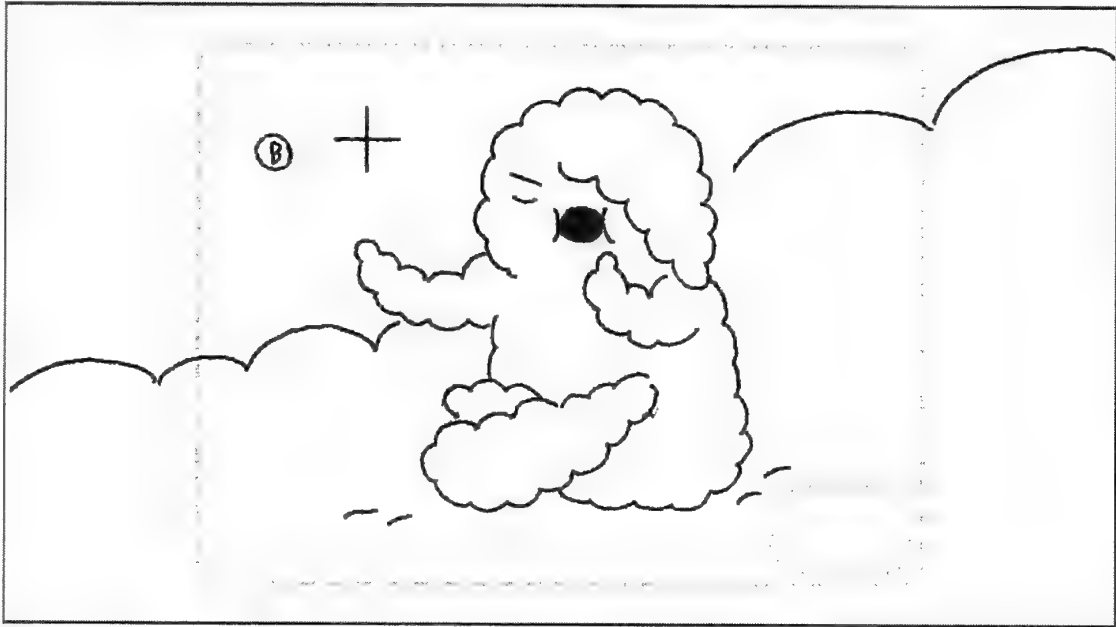


Sc. 105

Pnl. B

Bg.

day night



Sc. 105

Pnl. C

Bg.

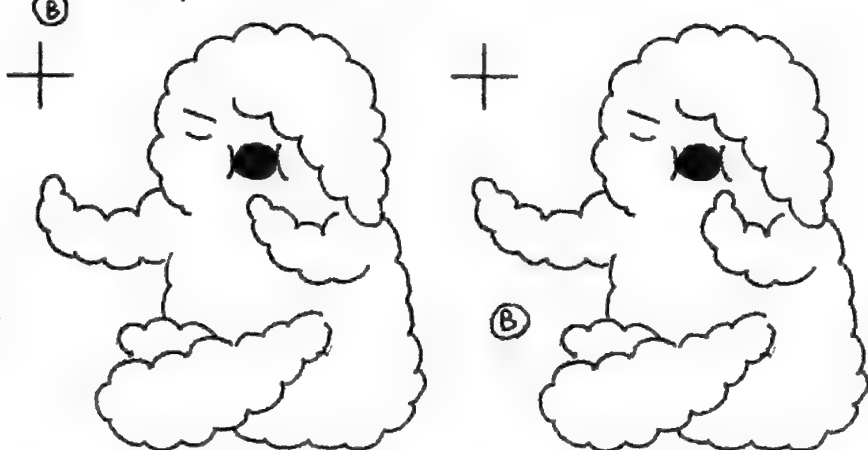
day night



Dialog:

(B) NEH-NEH-NEH-NEH.  
(A) NEH, LISTEN.

Action:



Timing:

(C) (1) YOU HAVE TO STOP OBSESSING  
ABOUT REVENGE!

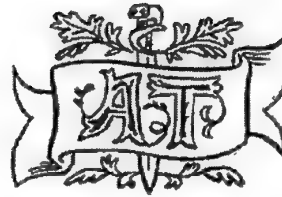


(2) LEGS UNHOOK

EPISODE # 1025-168

Production :

ADVENTURE TIME

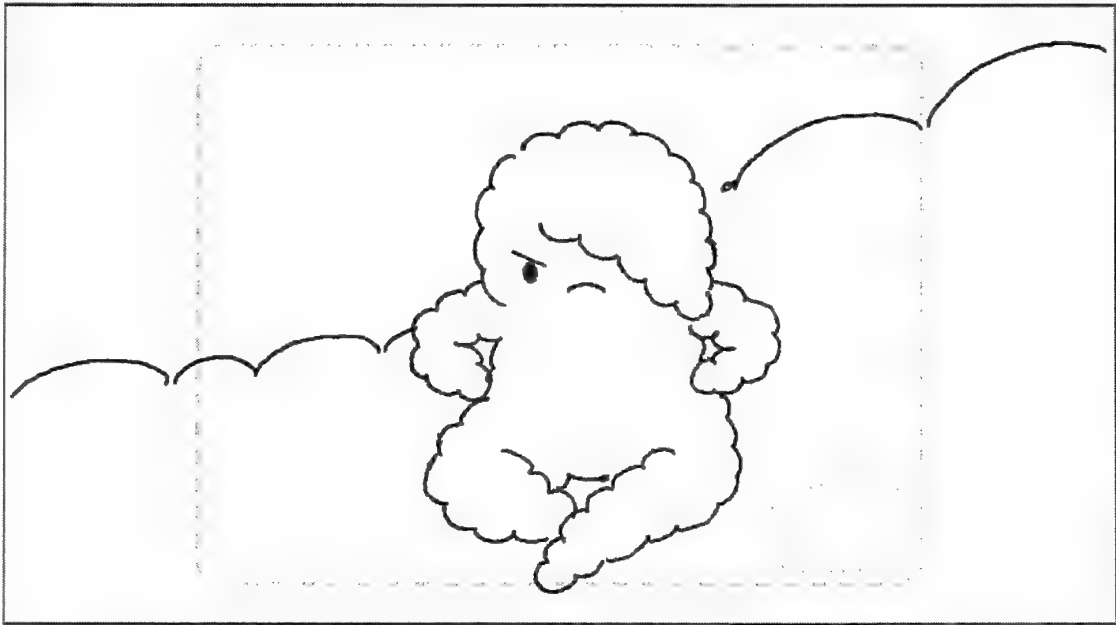


Sc. 105

Pnl. D

Bg.

day night

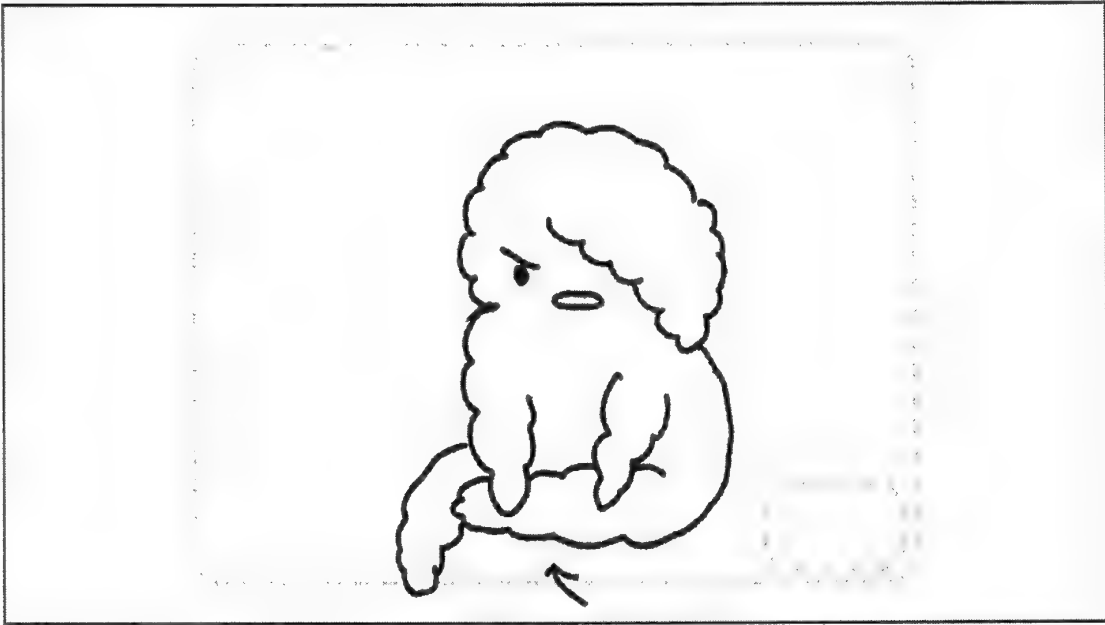


Sc. 105

Pnl. E

Bg.

day night



Dialog:

©/ BE LIKE ME AND, LIKE, RUN AWAY.

Action:

LOOKS ANGRILY AT HER LEGS

Timing:

1025-168

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Production :

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ADVENTURE TIME

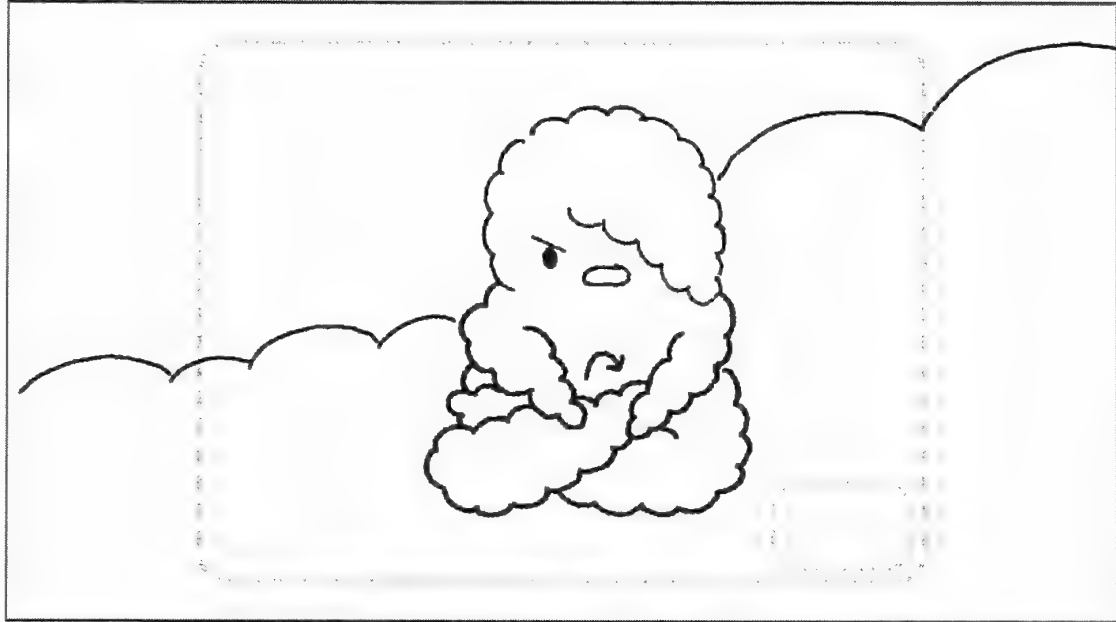


Sc. 109

Pnl. F

Bg.

day night

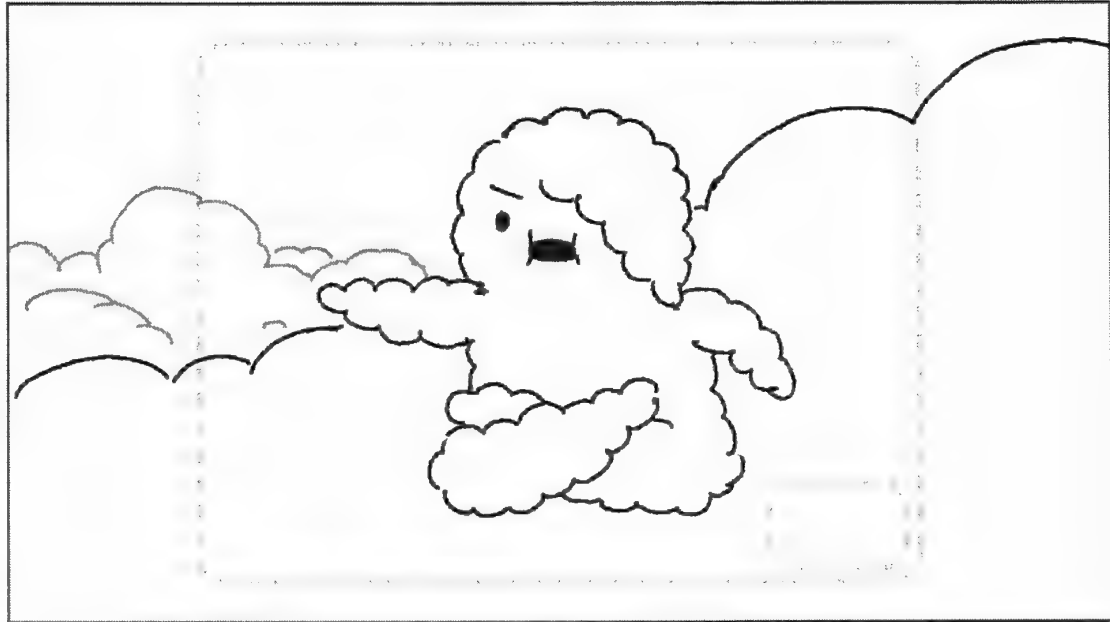


Sc. 109

Pnl. G

Bg.

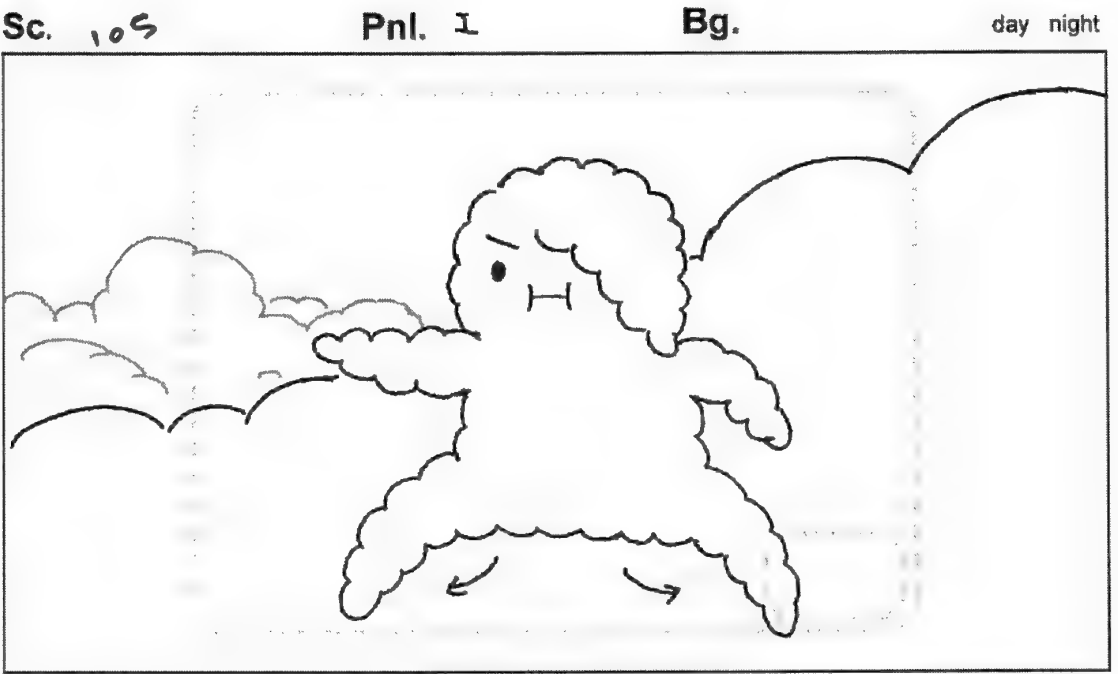
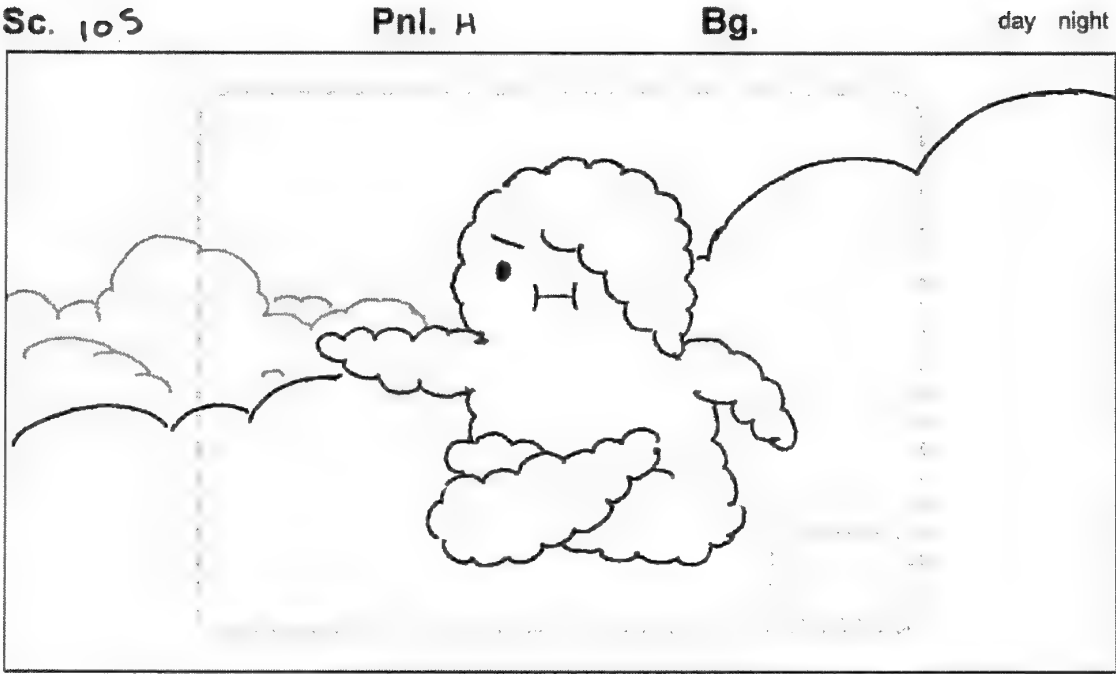
day night



|                                          |                                           |
|------------------------------------------|-------------------------------------------|
| Dialog:                                  |                                           |
| ©/ YOU HAVE TO <del>UGH</del> RUN AWAY - | ©/ - AND NEVER STOP HATING YOUR OLD LIFE. |
| Action:                                  |                                           |
| Timing:                                  |                                           |

EPISODE # 1025-168  
Production :

ADVENTURE TIME



|                                                     |
|-----------------------------------------------------|
| Dialog:                                             |
| Action:<br><div>⎋ BEAT ⎋</div> <div>UNHOOKED.</div> |
| Timing:                                             |

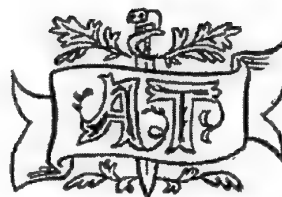
EPISODE # 1U25-168

Production :



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# ADVENTURE TIME



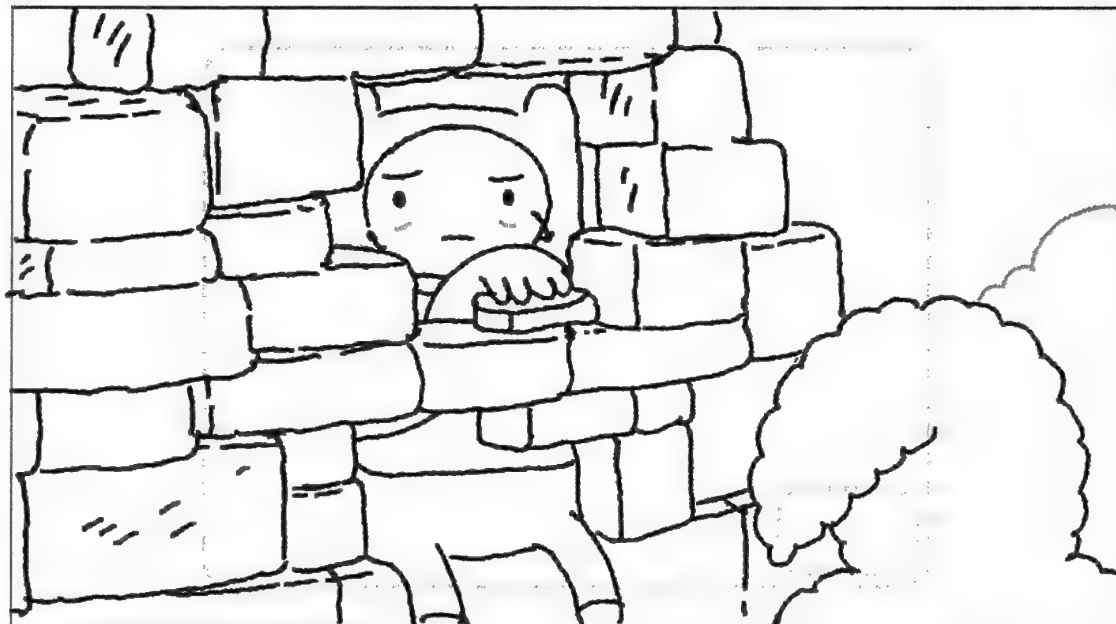
Page 171

Sc. 106

Pnl. A

Bg.

day night

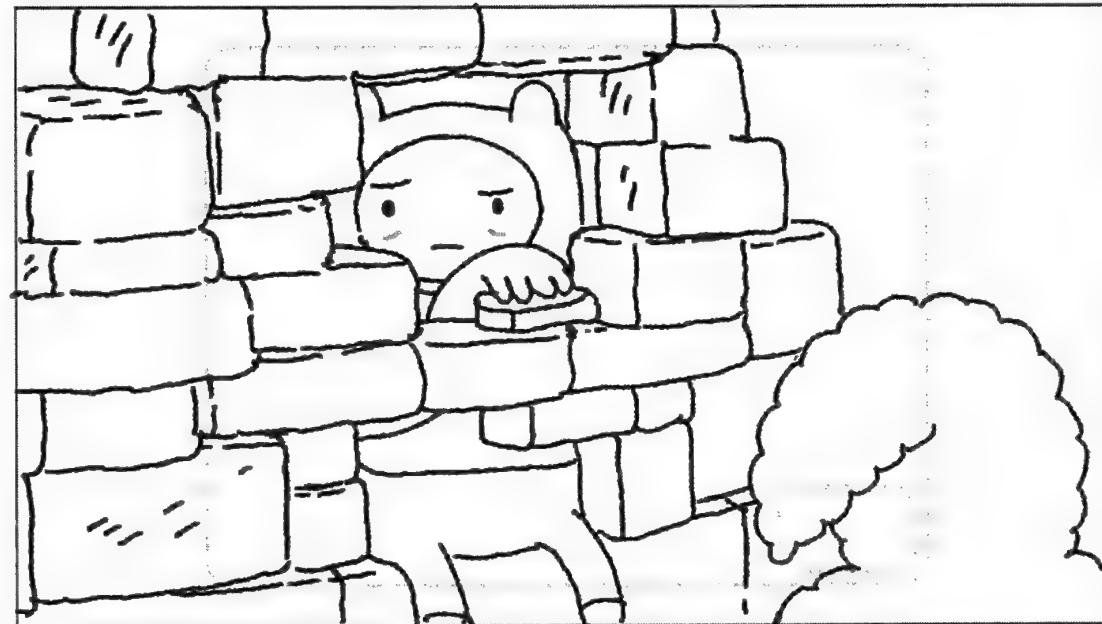


Sc. 106

Pnl. B

Bg.

day night



Dialog:

©/ Y'GOTTA REALLY DWELL ON IT.

Action:

FINN PLACES LITTLE BRICK, AND THINKS.

Timing:

EPISODE # 1U25-168

Production :

ADVENTURE TIME

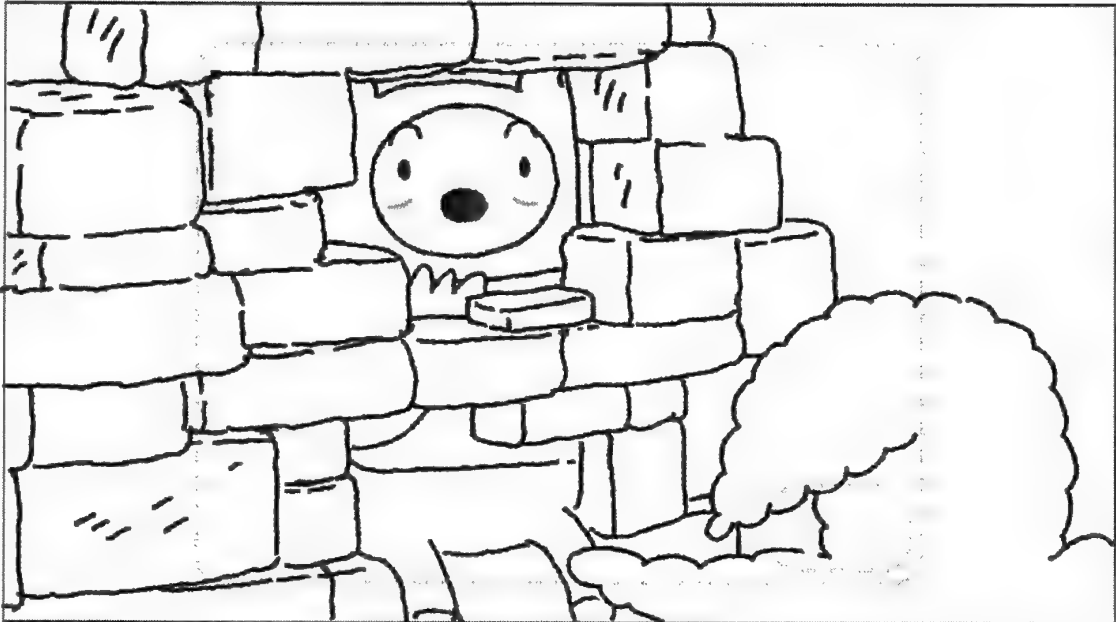


Sc. ~~106~~ 106

Pnl. C

Bg.

day night



Sc. 107

Pnl. A

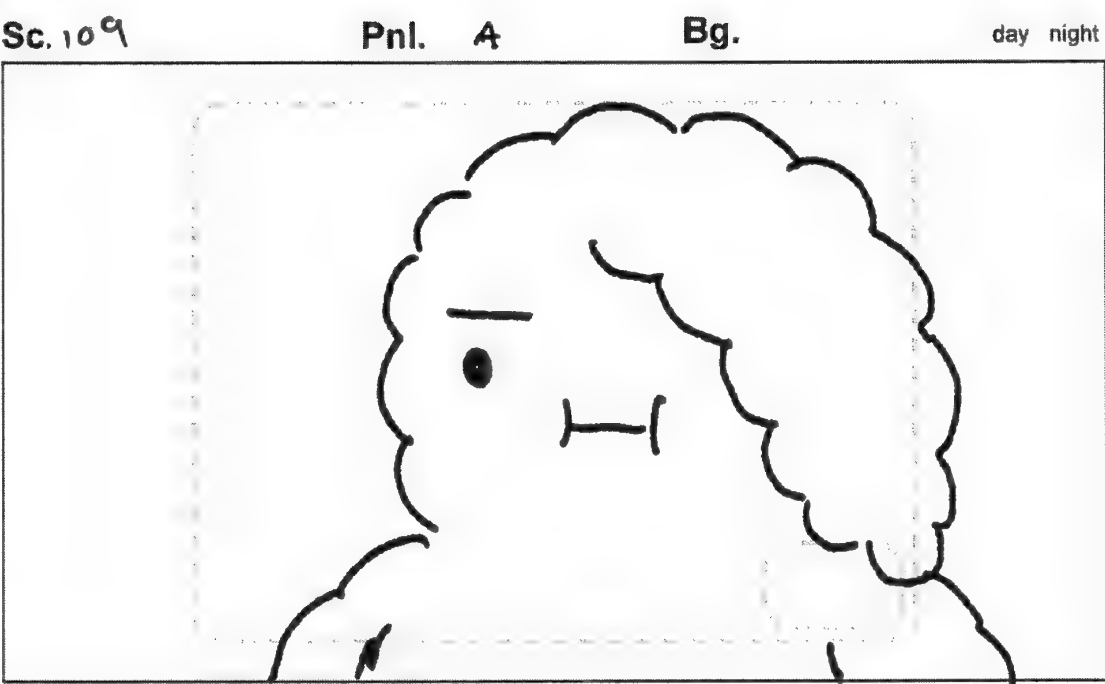
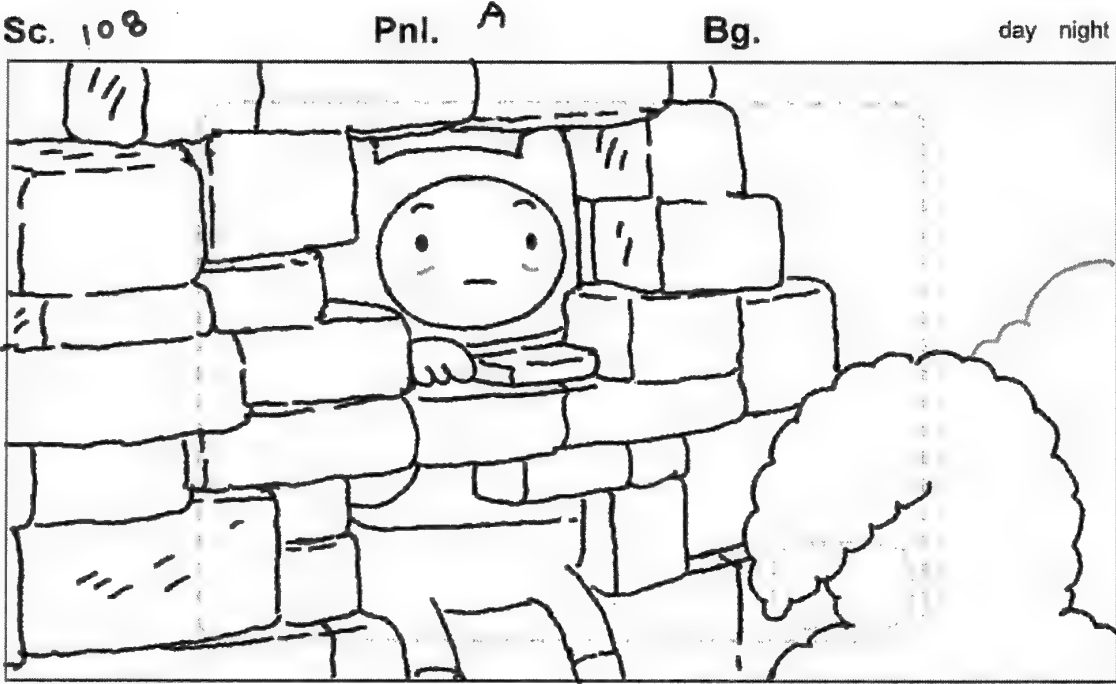
Bg.

day night



|         |                                 |                                                                                                            |
|---------|---------------------------------|------------------------------------------------------------------------------------------------------------|
| Dialog: | ©/ A A H.<br>©/ WHAT WAS THAT ! | ©/ I JUST THOUGHT<br>ABOUT MY ANXIETIES<br>AND IT'S LIKE MY<br>MIND - HAND TOUCHED A<br>HOT MEMORY STOVE . |
| Action: |                                 |                                                                                                            |
| Timing: |                                 |                                                                                                            |

ADVENTURE TIME



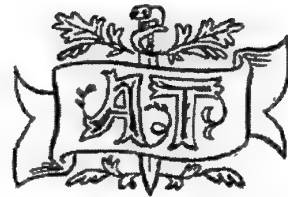
|          |
|----------|
| Dialog:  |
| Ⓔ / HMM! |
| Action:  |
| Timing:  |

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ADVENTURE TIME



Sc. 109

Pnl. B

Bg.

day night

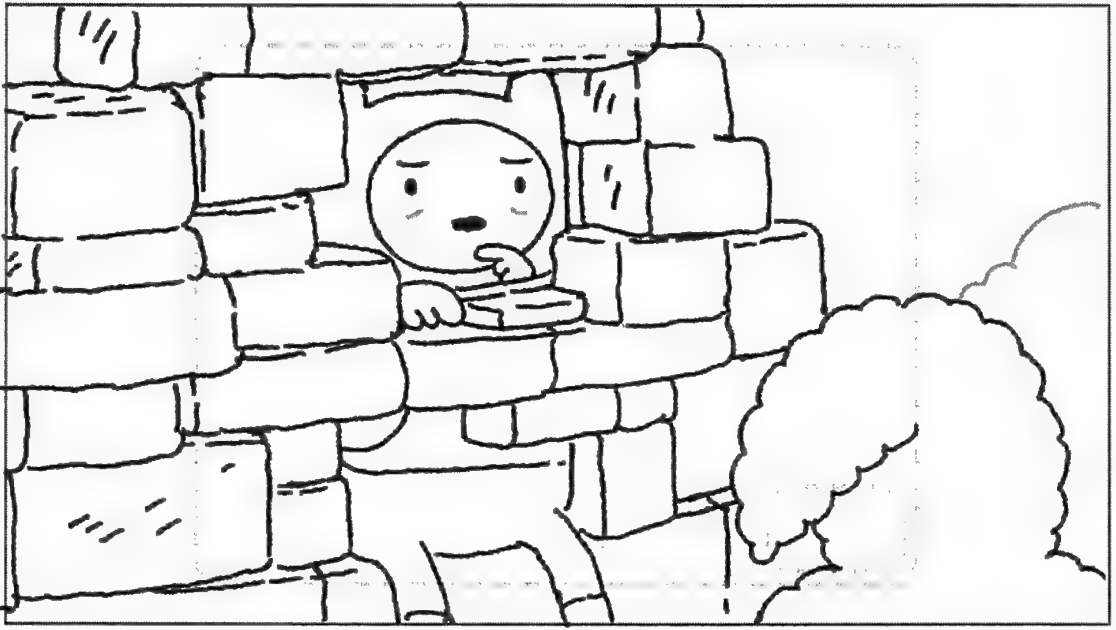


Sc. 110

Pnl. A

Bg.

day night



|         |                                                             |
|---------|-------------------------------------------------------------|
| Dialog: |                                                             |
| © /     | A A H .                                                     |
| Action: |                                                             |
|         | ... AND THEN GOES<br>BACK TO HER<br>PREVIOUS STILL<br>POSE. |
| Timing: |                                                             |
|         | * IT'S A REAL<br>QUICK YELL,<br>IN AND OUT                  |

Ⓔ INTERSTING.

1025-168  
EPISODE #  
Production :

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ADVENTURE TIME

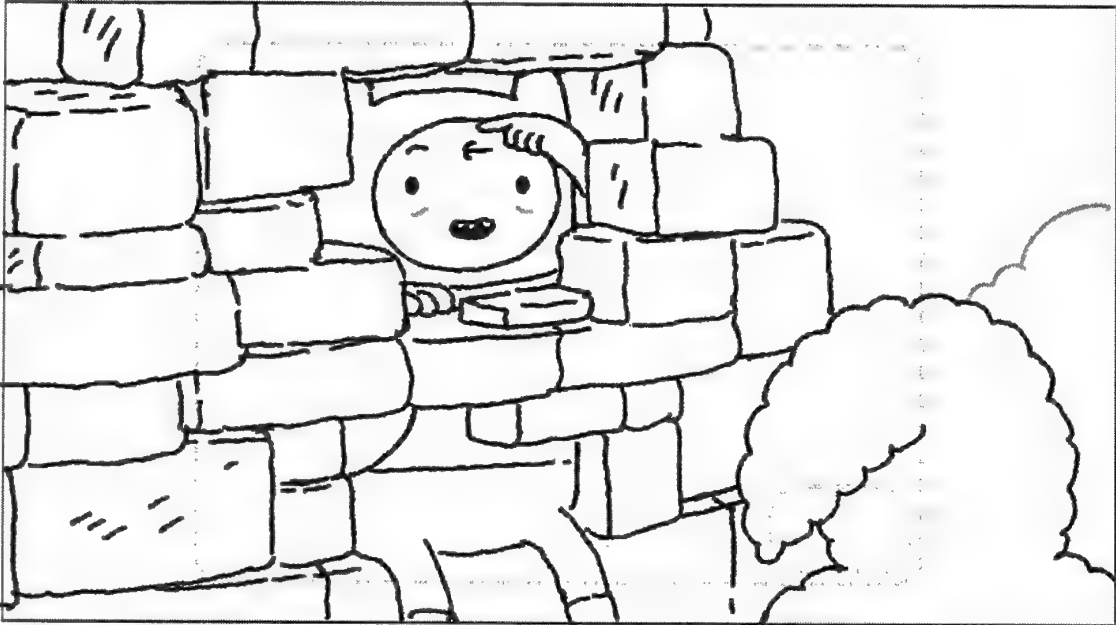


Sc. 110

Pnl. B

Bg.

day night

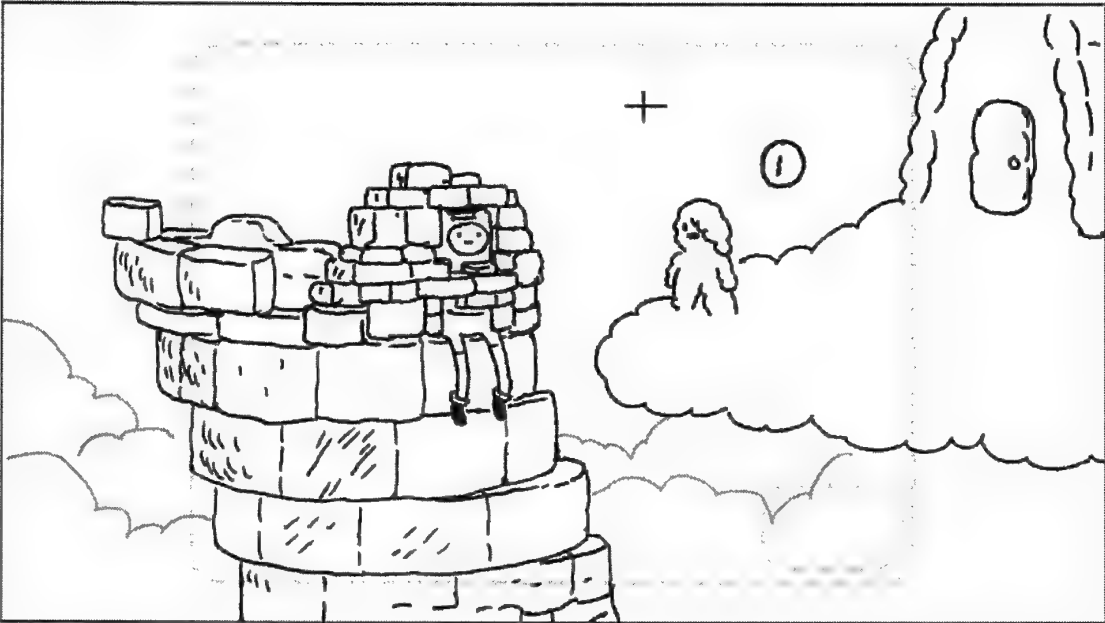


Sc. 111

Pnl. A

Bg.

day night



Dialog:

F/ OH HEY, WHAT'RE YOUR THOUGHTS ON "MELON HEARTS"?

C/ I DON'T KNOW WHAT YOU'RE TALKING ABOUT.

SFX/ WIND GUSTING AGAIN

Action:

POKES AT HIS FOREHEAD TWICE → 1 2

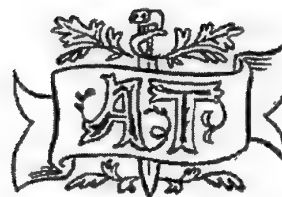
Timing:

STARTS MOVING FORWARD



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ADVENTURE TIME

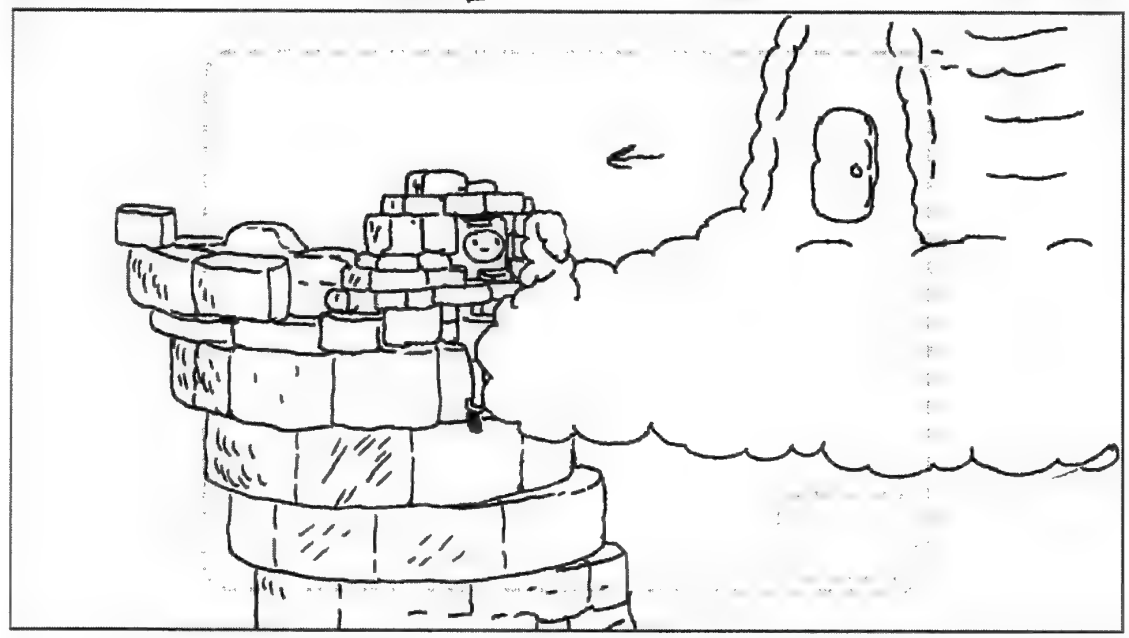


Sc. III

Pnl. B

Bg.

day night

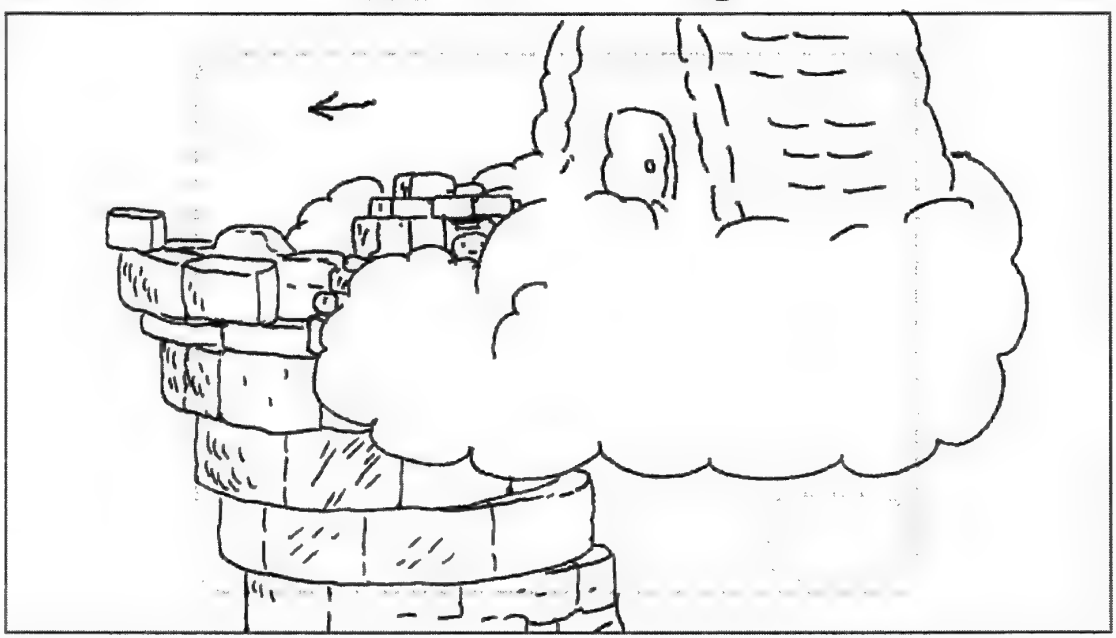


Sc. III

Pnl. C

Bg.

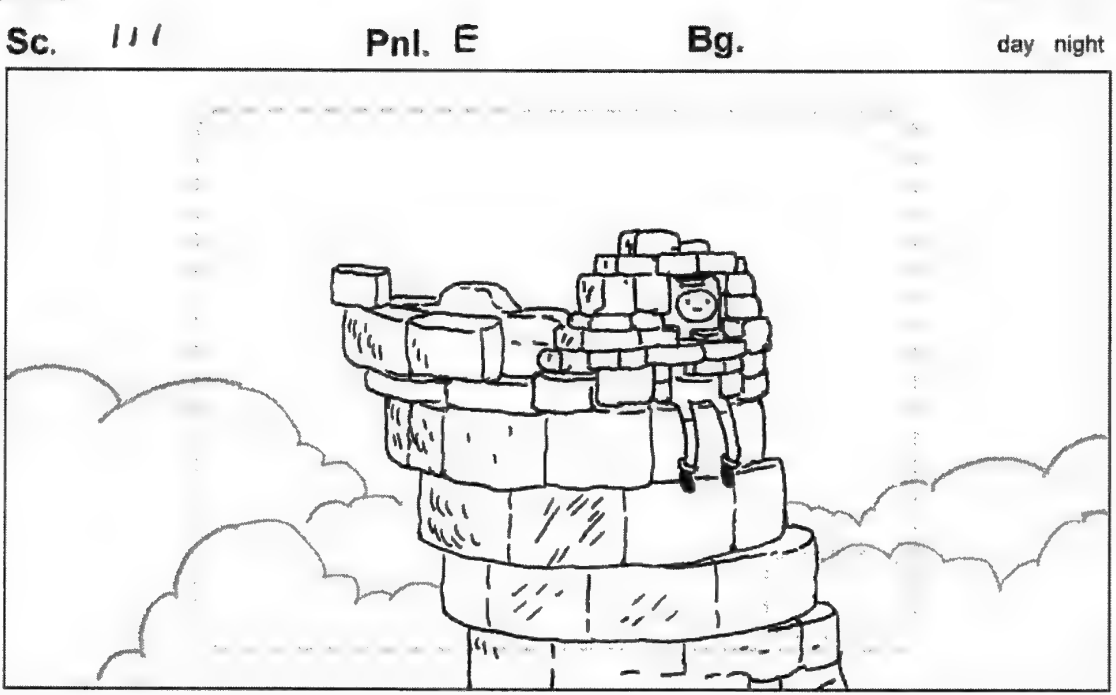
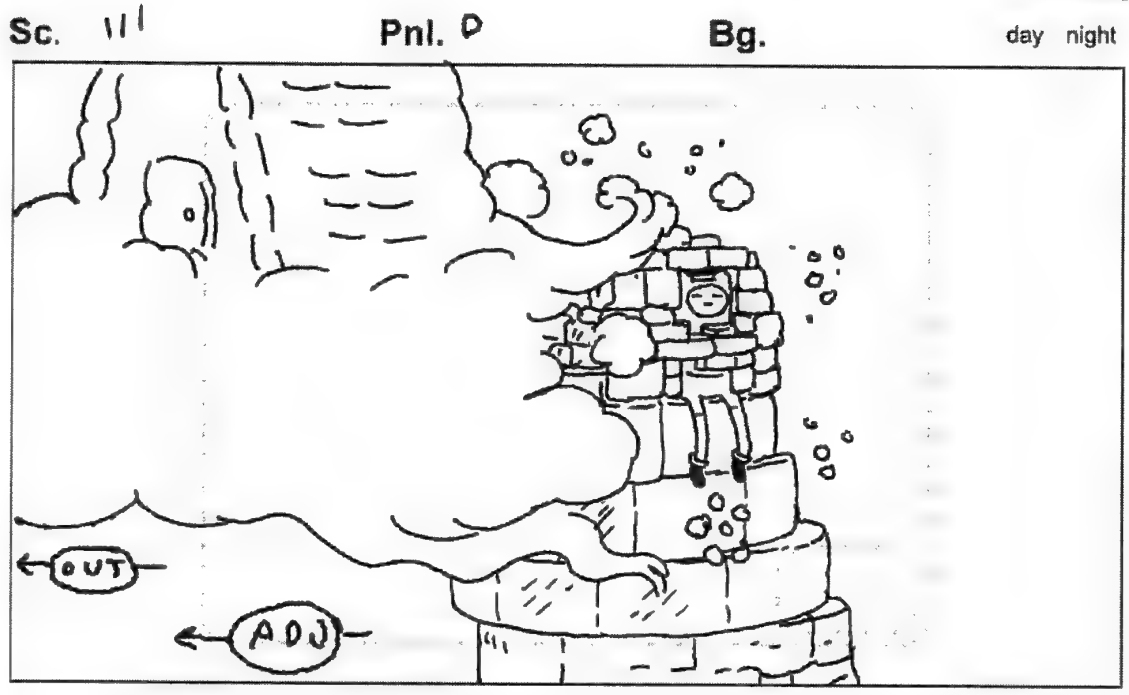
day night



|                                                                   |                                                  |
|-------------------------------------------------------------------|--------------------------------------------------|
| Dialog:                                                           |                                                  |
|                                                                   | ©/ WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER. |
| (SHE SPEEDS UP SAYING THIS GET IT OUT BEFORE HER CLOUD BLOWS AWAY | ©/ WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER. |
| Action: IN PANEL D. LIKE THIS )                                   | (SFX) / A HECK OF A GUST.                        |
| Timing:                                                           | BY THE END, AS FAST AS THE WORDS CAN BE SAID.    |

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

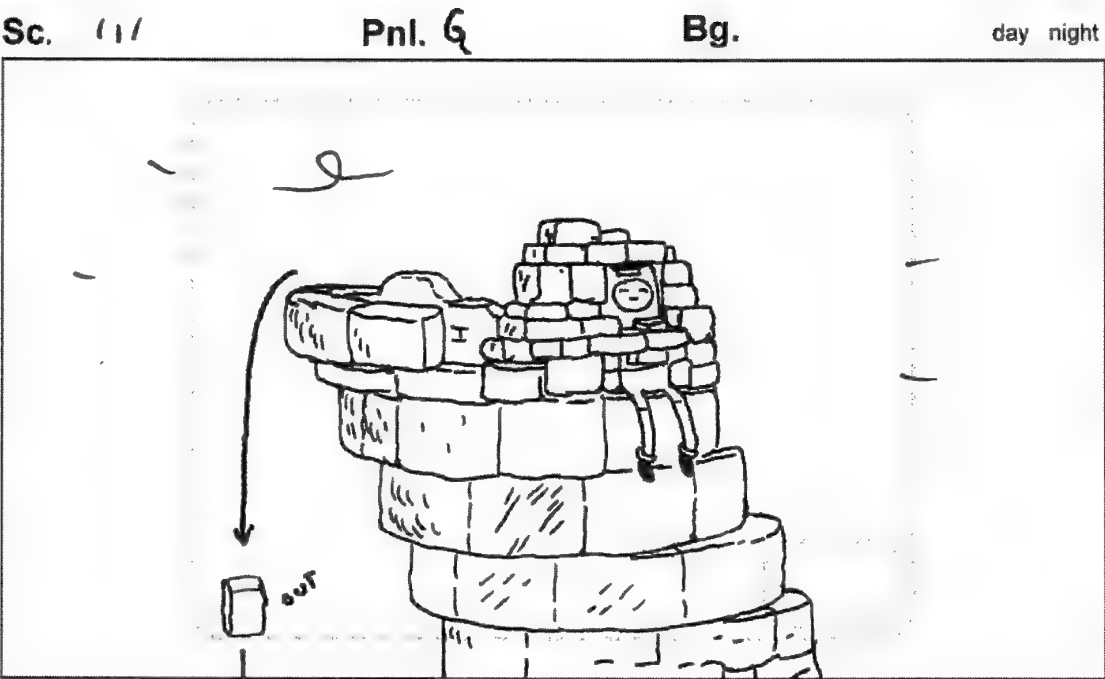
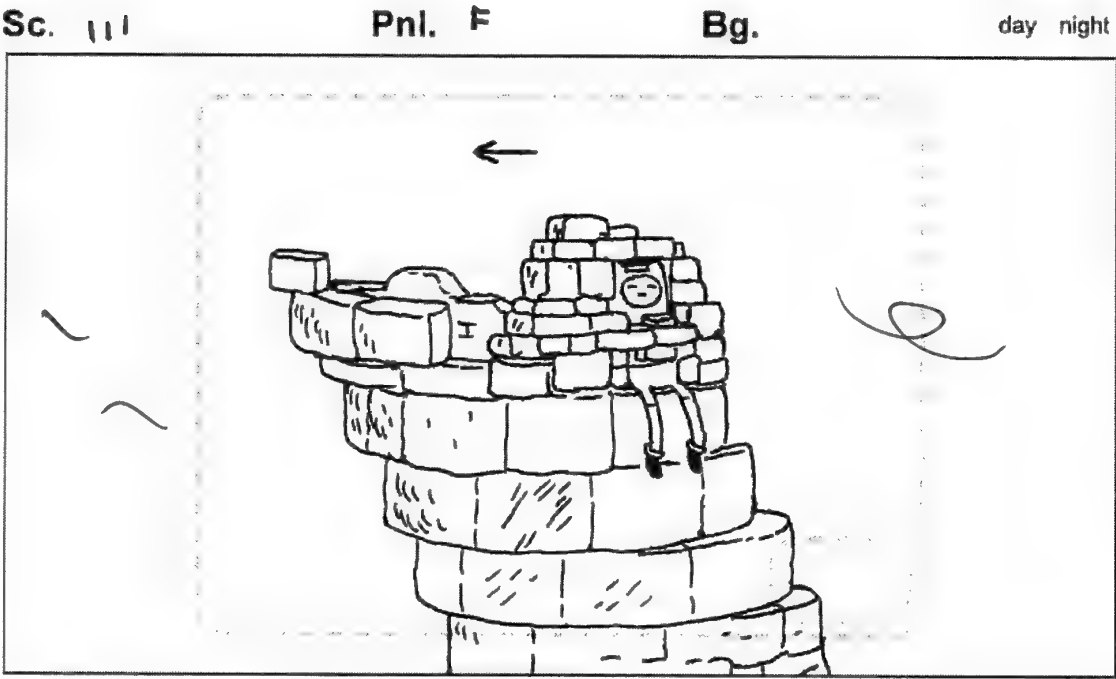


|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

Production : 1025-168 EPISODE #

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ADVENTURE TIME



Dialog: (SFX) - WIND GUSTS AGAIN,  
- ROCK GRINDING.

Action: BRICKS SLIDE OVER AGAIN . . . AND ONE BRICK FALLS OFF.

Timing:

1025-168

EPISODE #

Production :



ADVENTURE TIME

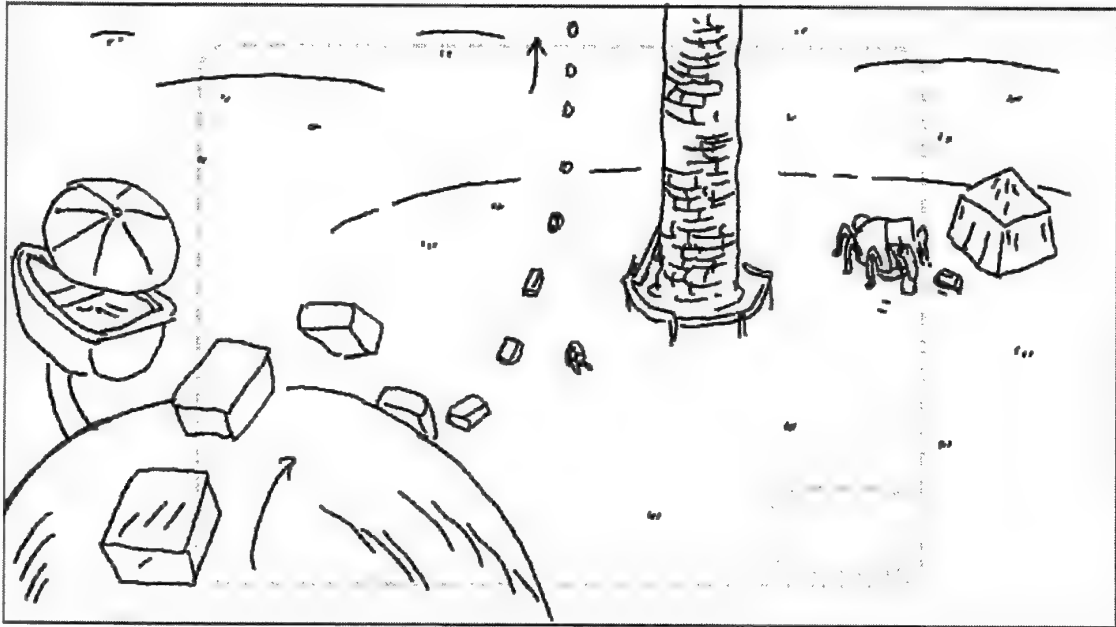


Sc. 112

Pnl. A

Bg.

day night

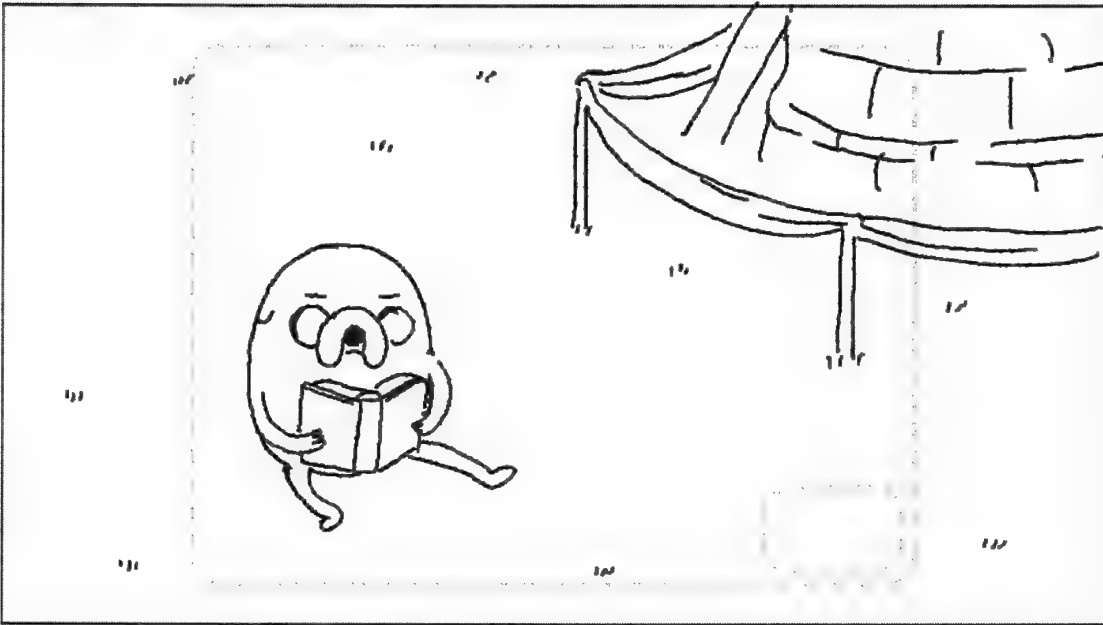


Sc. 113

Pnl. A

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

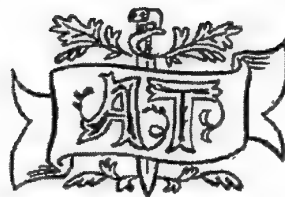
1025-168

EPISODE #

Production :

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ADVENTURE TIME

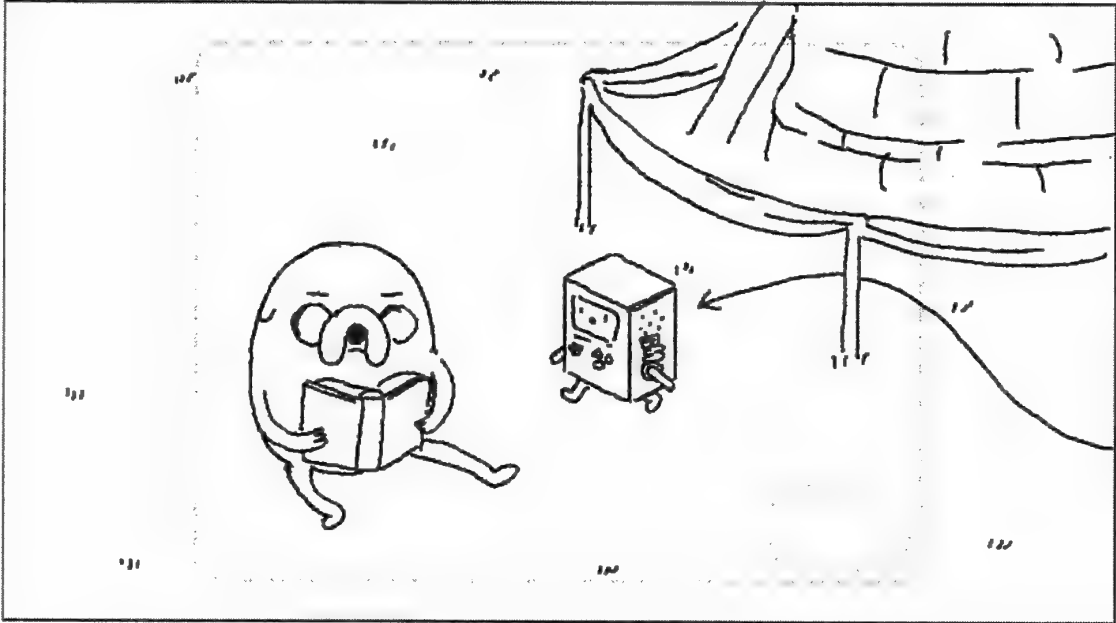


Sc. 113

Pnl. A

Bg.

day night

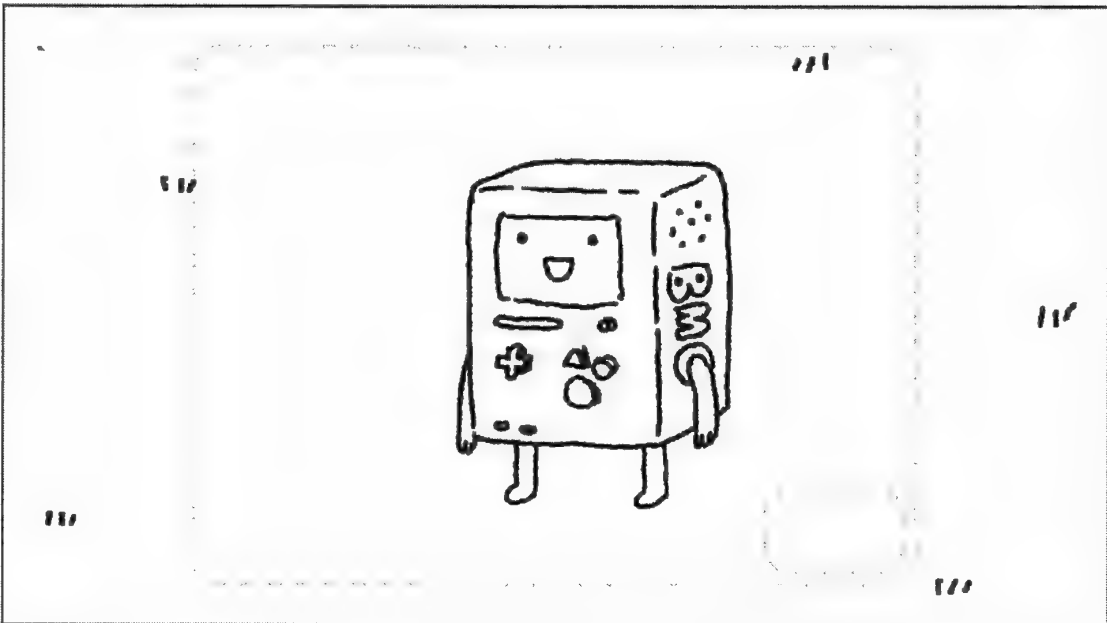


Sc. 114

Pnl. A

Bg.

day night



Dialog:

(BMO) / ≡ TRYING TO WHISTLE ≡

(BMO) / HEY JAKE, WHE -

Action:

ALL THIS SEQUENCE, UNTIL  
WE NEXT SEE THE TOP OF THE  
TOWER, WE DON'T SEE  
THE SKY AT ALL

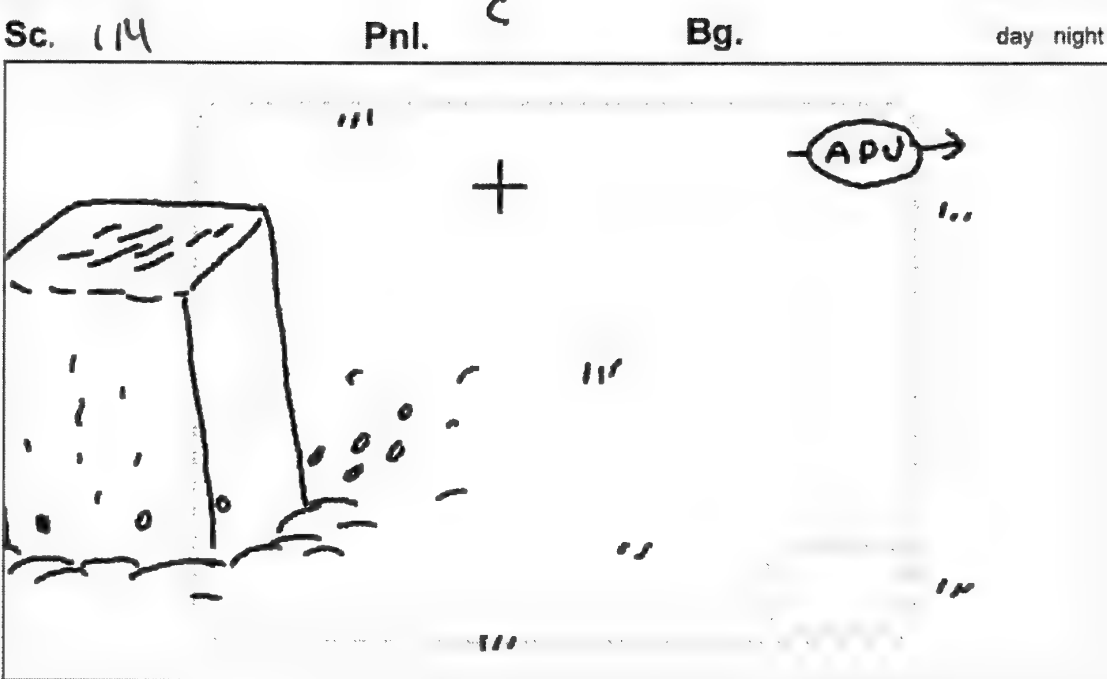
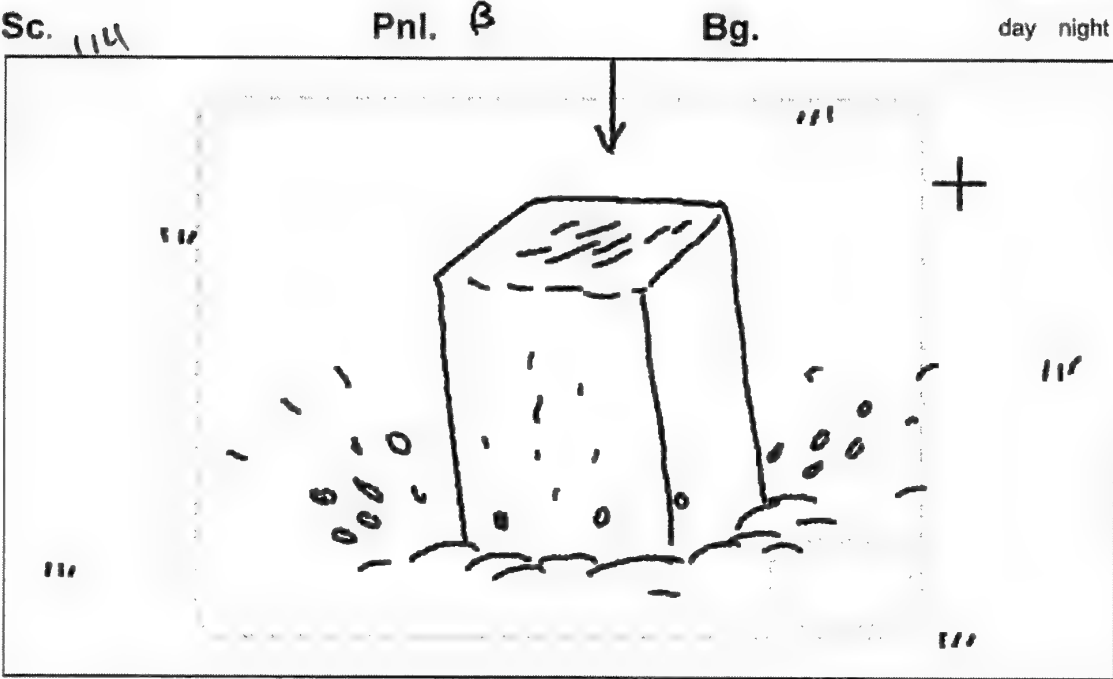
Timing:

- SW.

EPISODE # 1025-168

Production :

# ADVENTURE TIME



Dialog:

(SFX) / THUP.

Action:

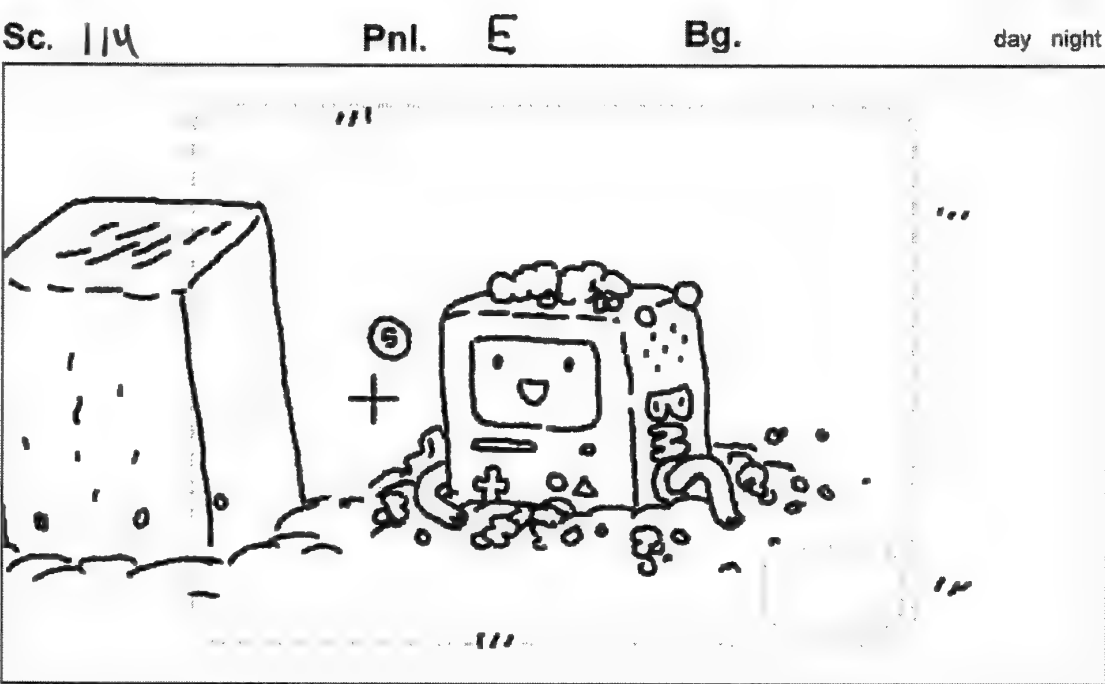
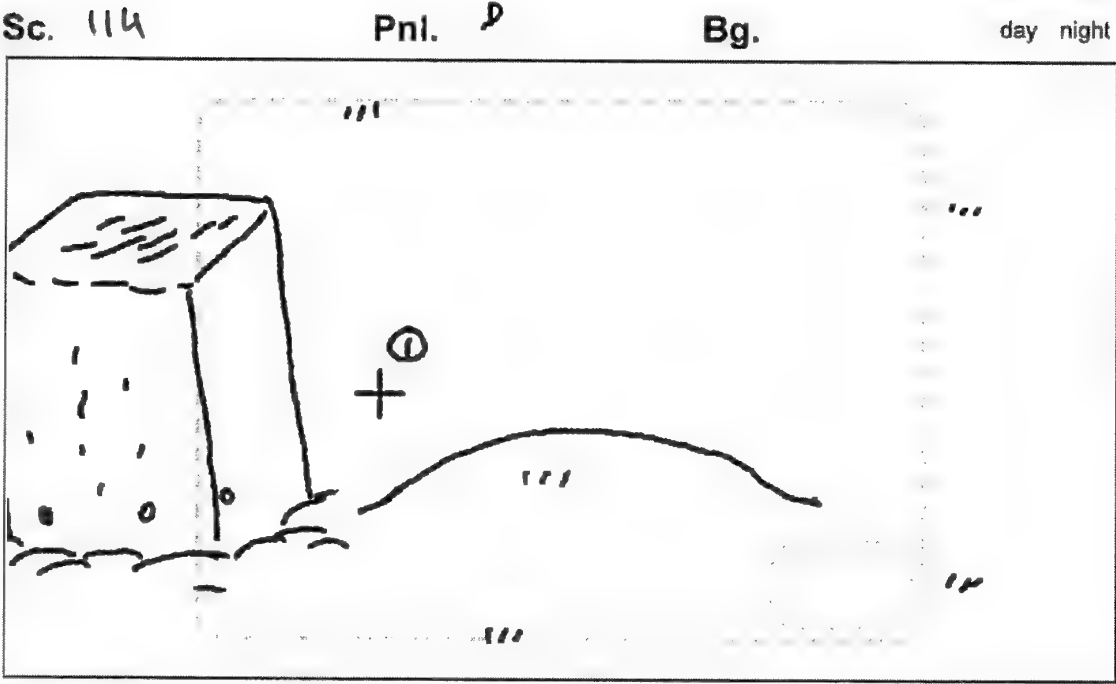
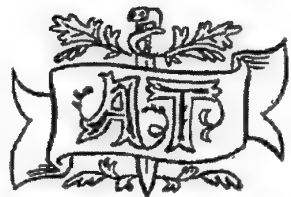
- BRKX COMES IN FAST AND COMES TO AN ABRUPT STOP.

Timing:

- IT BASICALLY VISUALLY REPLACES BMO.

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# ADVENTURE TIME



Dialog:

(BMO) WHERE'S FINN?

Action:

Timing:

1025-168

EPISODE #

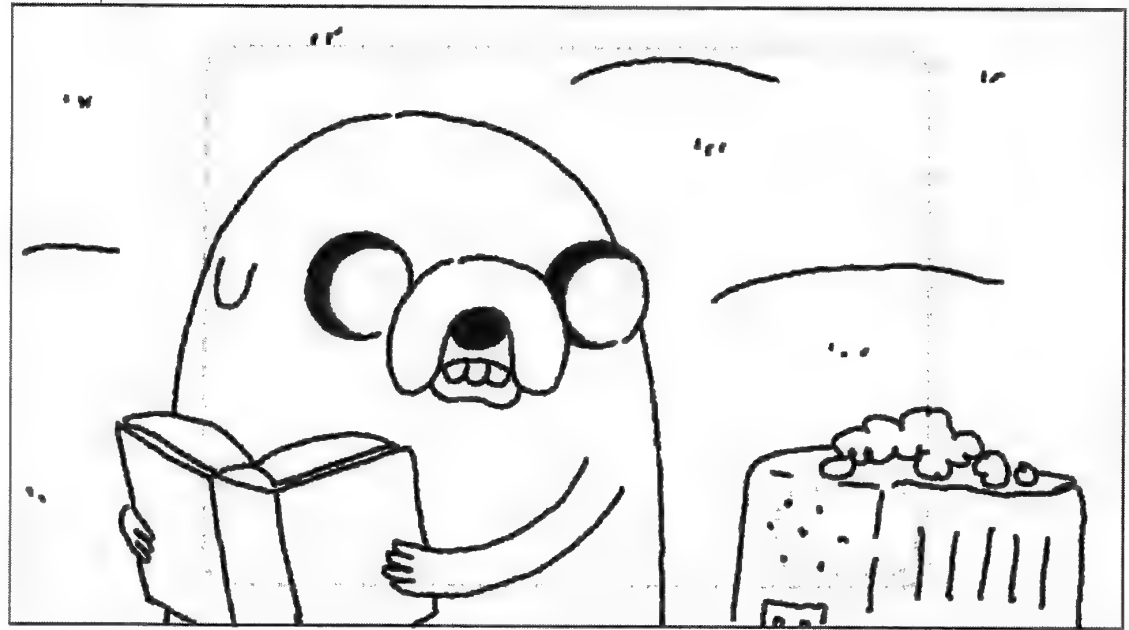
Production :

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ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night

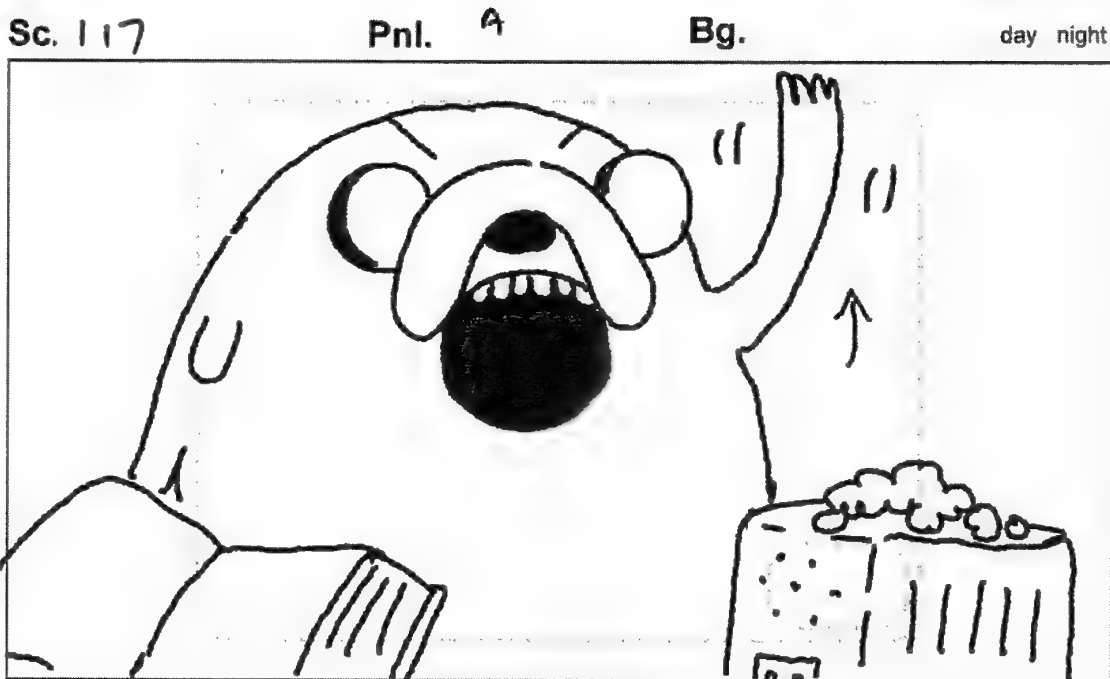
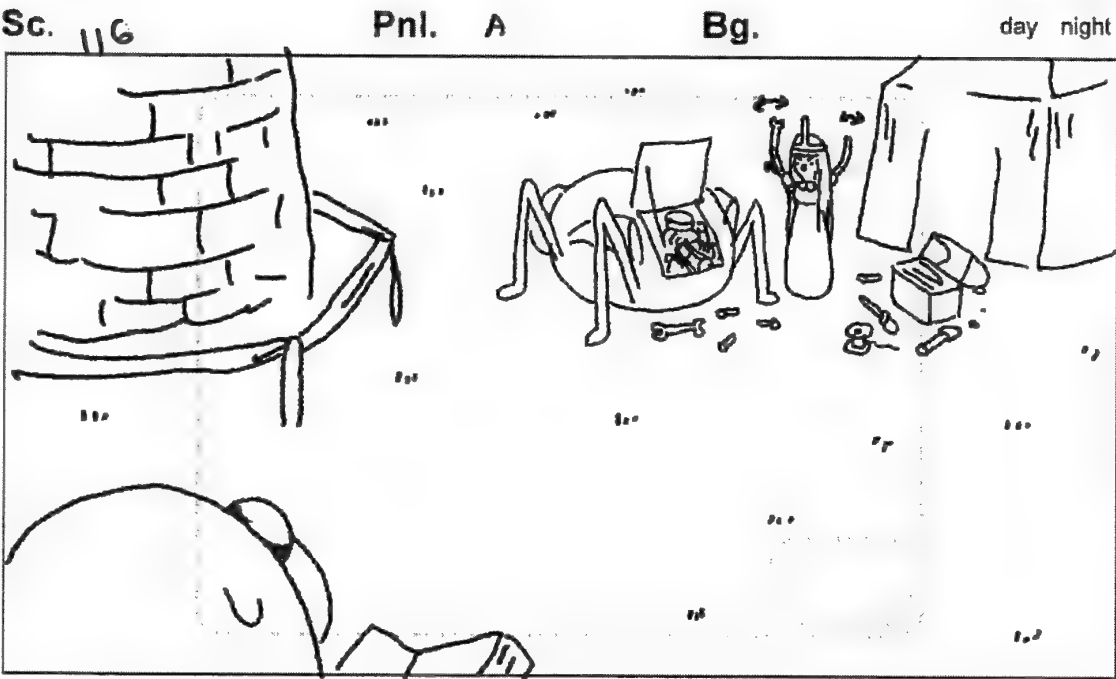
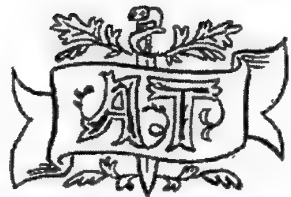


|                                           |                         |
|-------------------------------------------|-------------------------|
| Dialog:                                   |                         |
| ①/ FINN'S JUST WORKING OUT<br>SOME STUFF, | ①/ AND IT'S<br>HEALTHY! |
| Action:                                   |                         |
| Timing:                                   |                         |

1025-168  
EPISODE #  
Production :

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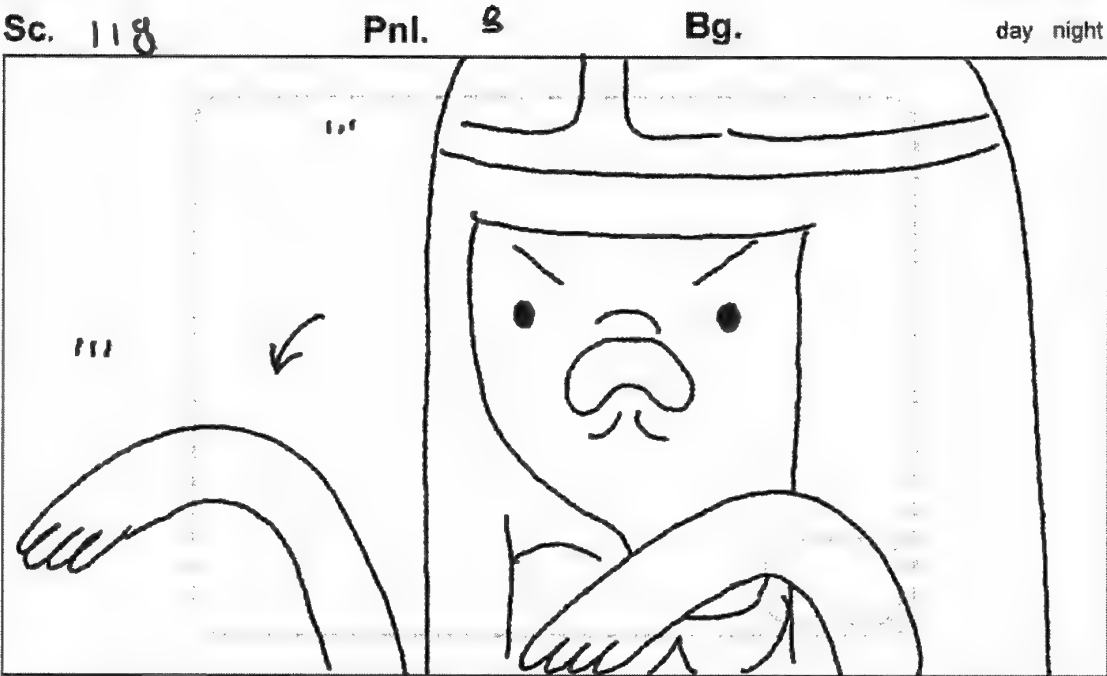
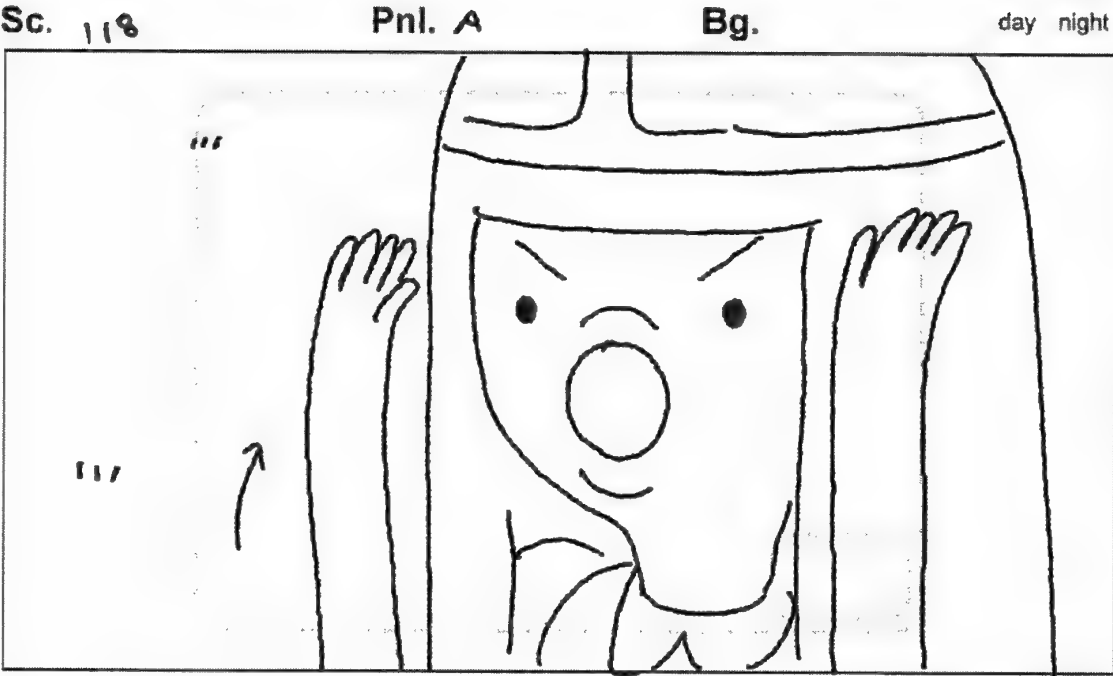
ADVENTURE TIME



|         |                                                                       |                    |
|---------|-----------------------------------------------------------------------|--------------------|
| Dialog: | Ⓟ/ IT'S <u>NOT</u> HEALTHY!<br>IT'S BIZARRE AND<br>HE COULD GET HURT! | Ⓟ/ FEELINGS HURT!! |
| Action: | PB'S WORKING ON HER SHIP.                                             |                    |
| Timing: |                                                                       |                    |

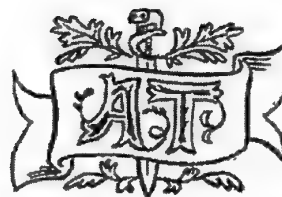
EPISODE # 1025-168 Production :

ADVENTURE TIME



|         |                                                                       |
|---------|-----------------------------------------------------------------------|
| Dialog: | (P.B) E U G G H !                                                     |
| Action: | (IS THIS SCENE GOING TO LOOK OK WITHOUT SKY IN THE BACKGROUND ? S.W.) |
| Timing: |                                                                       |

# ADVENTURE TIME



Page 186

Sc. 119

Pnl. A

Bg.

day night



Sc. 119

Pnl. B

Bg.

day night



Dialog:

01 EE UUGGHHHH!

Action:

Timing:

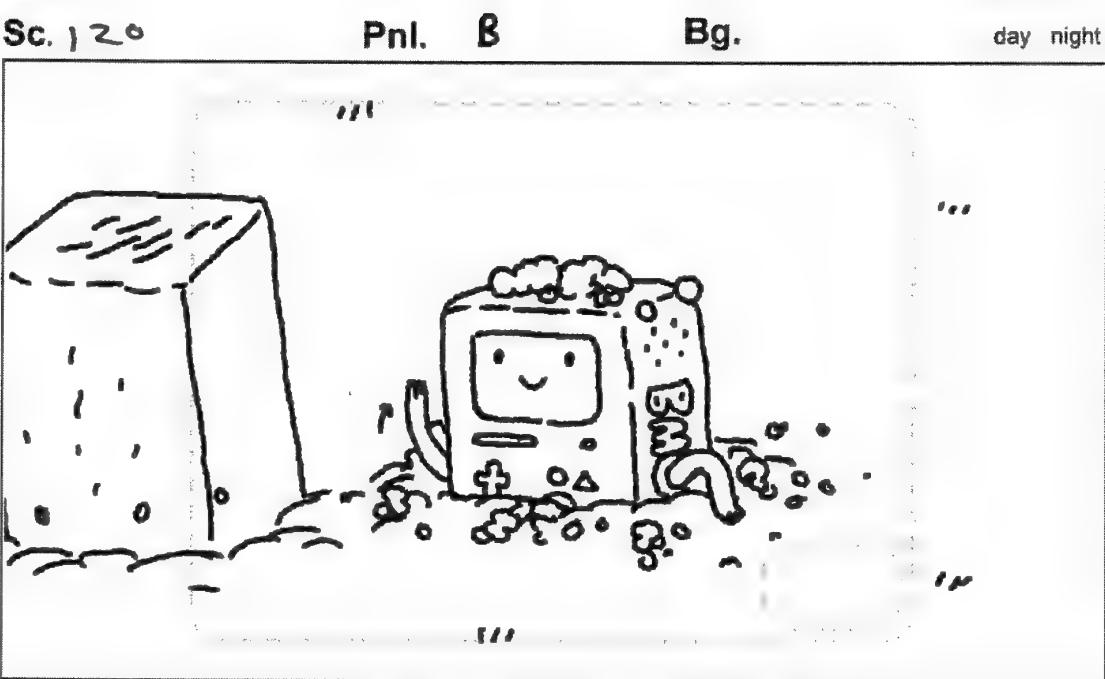
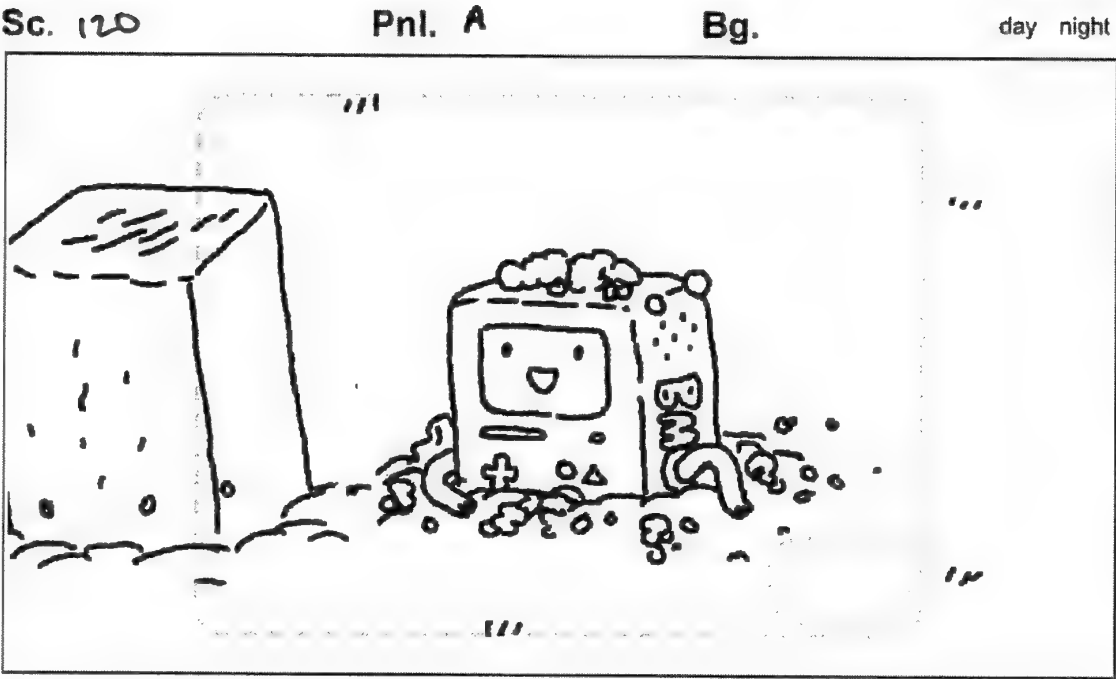
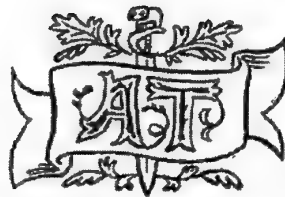
1U25-168

EPISODE #

Production :

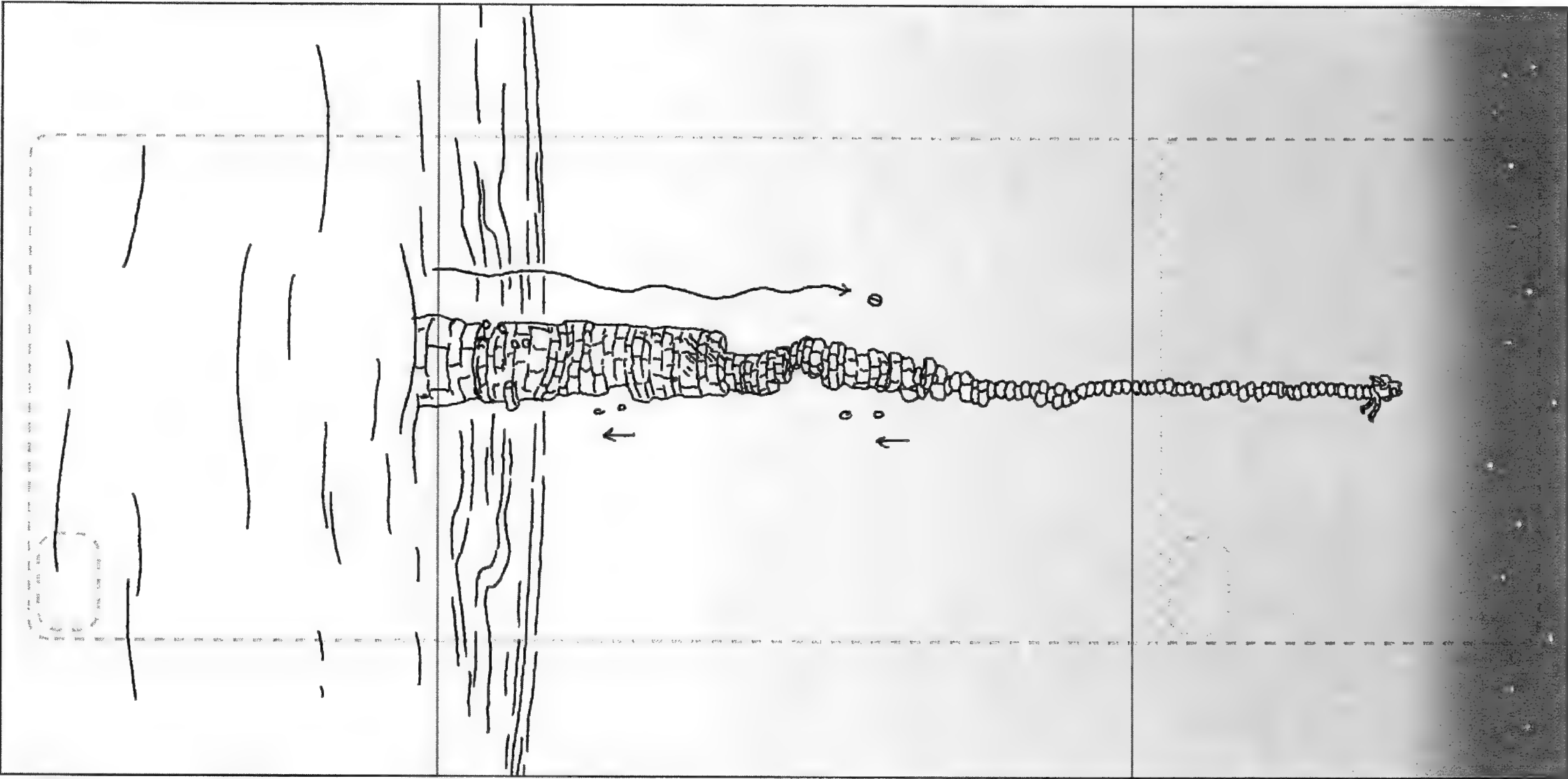


# ADVENTURE TIME



|              |                                        |
|--------------|----------------------------------------|
| Dialog:      |                                        |
| (BMO) EUUGH! |                                        |
| Action:      | GESTURES<br>AFTER MAKING<br>THE NOISE. |
| Timing:      |                                        |

# ADVENTURE TIME



-ADD→

(SFX)/ MUSIC IS THE THEME OF "BABY'S BUILDING" BUT KIND OF CRAZY.  
(FINN)/(NOT SINGING ANYMORE, JUST LABOURED BREATHING.

- SAME PAN AS PREVIOUS TOWER PANS, MAYBE SLOWER.
- ONLY ONE BRICK TRAVELING UP, REAL WOBBLY.
- TOP OF THE TOWER SWAYING BACK & FORTH.

Sc. 121

Pl. A

Bg.

day night

Production :

# EPISODE #

1025-168

1025-168

# ADVENTURE TIME



Page 189

Sc. (2)

Pl. B

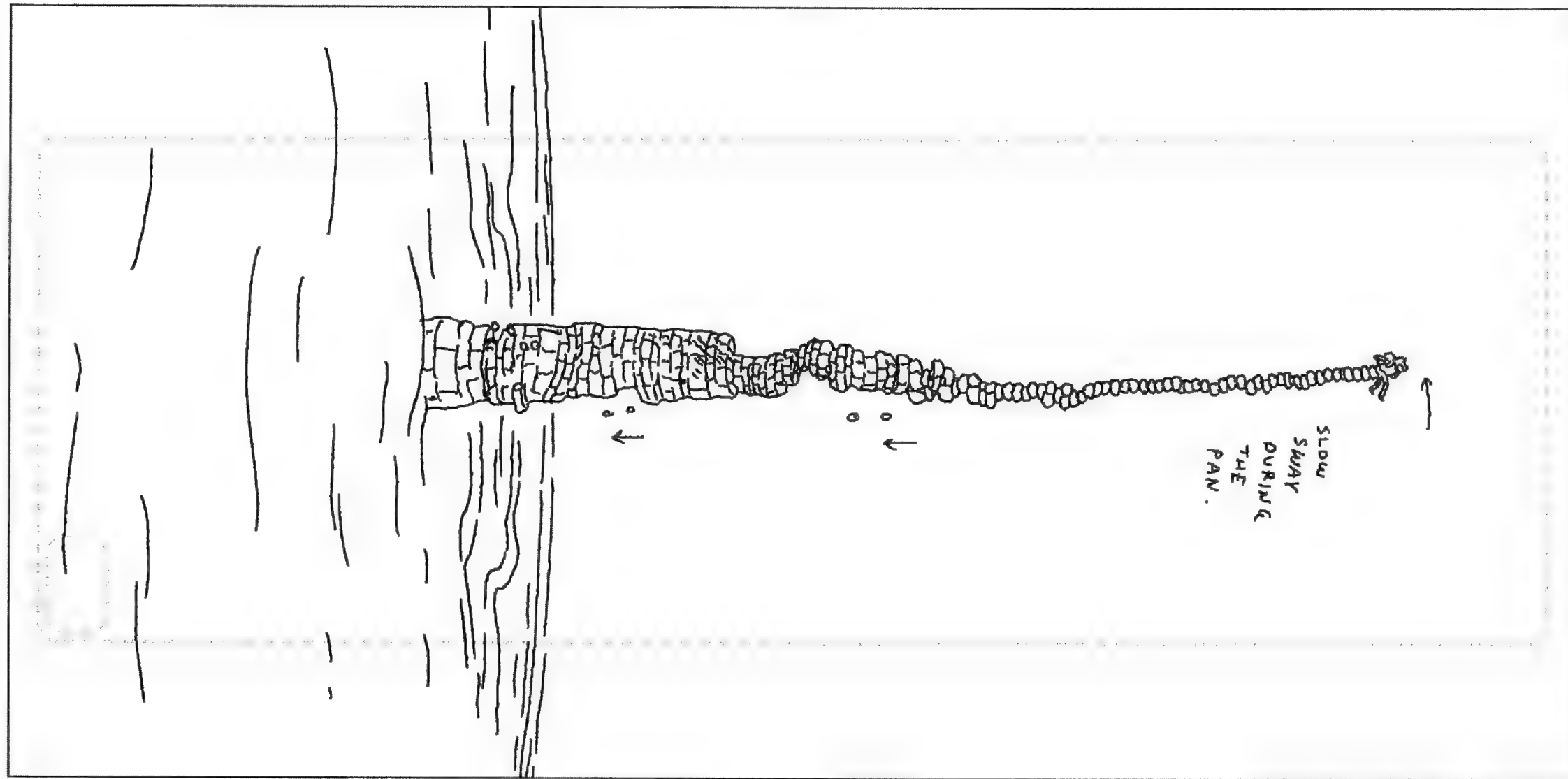
Bg.

day night

Production :

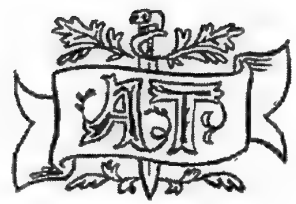
# EPISODE

1025-168



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ADVENTURE TIME

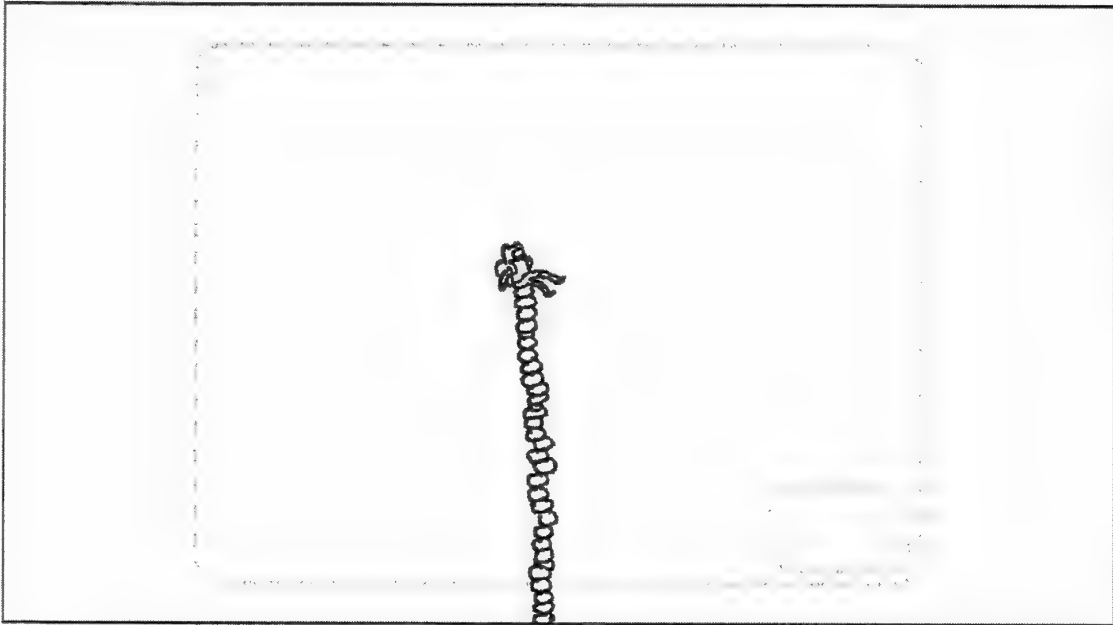


Sc. 121

Pnl. C

Bg.

day night

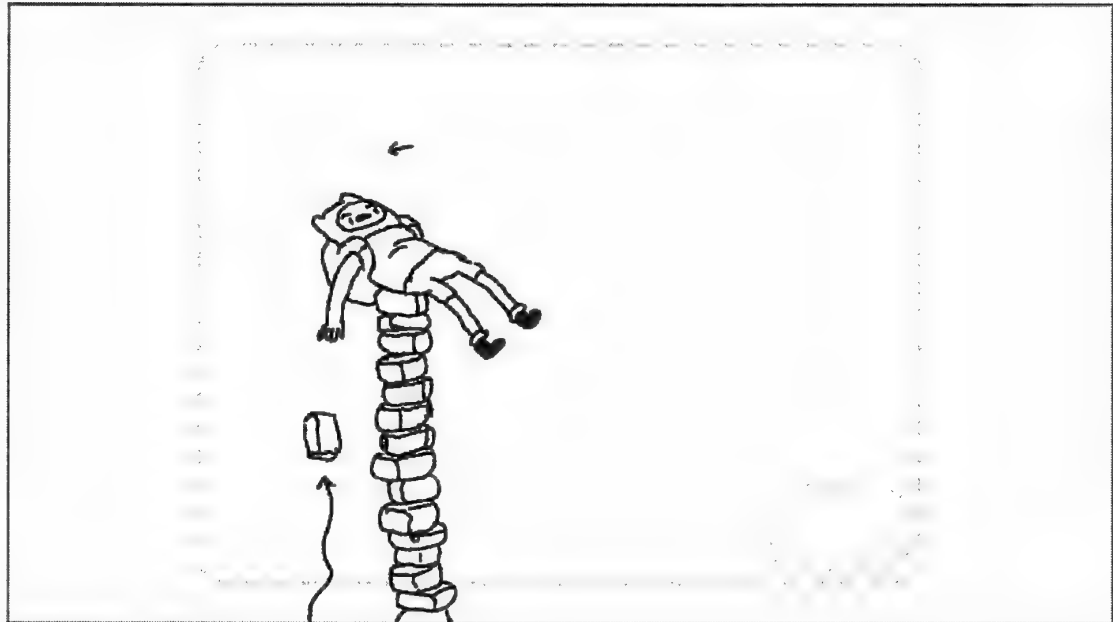


Sc. 122

Pnl. A

Bg.

day night



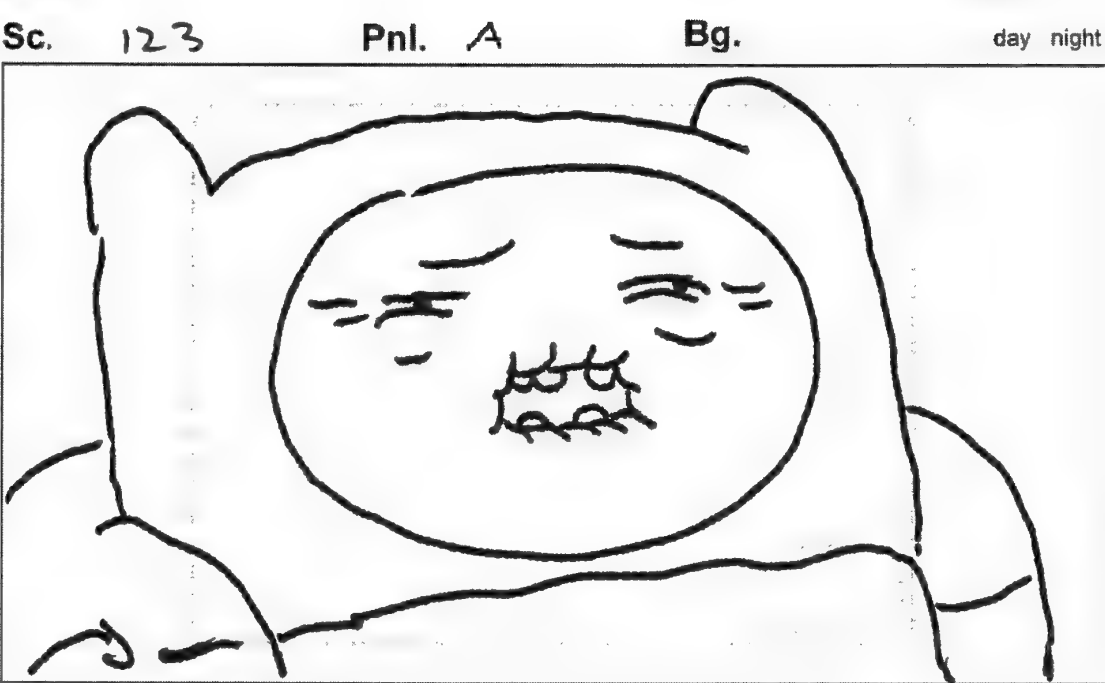
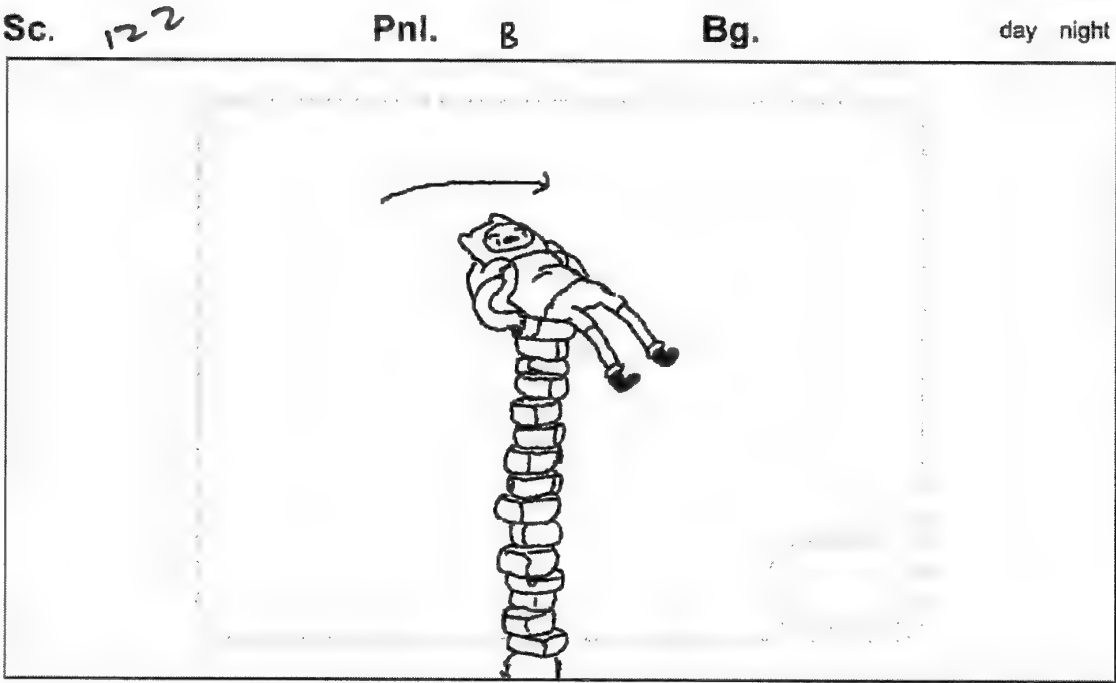
|         |                   |
|---------|-------------------|
| Dialog: | ⓕ   ≡ BREATHING ≡ |
| Action: | X DISSOLVE        |
| Timing: |                   |

1025-168

EPISODE #

Production :

ADVENTURE TIME



|         |                                              |                       |
|---------|----------------------------------------------|-----------------------|
| Dialog: | © / FINN!                                    |                       |
| Action: | PUTS BRICK UNDER HIS BUTT<br>SLOWLY SWAYING. | STRUGGLING TO BREATHE |
| Timing: |                                              |                       |

EPISODE # 1025-168

Production :

ADVENTURE TIME



Sc. 123

Pnl. B

Bg.

day night

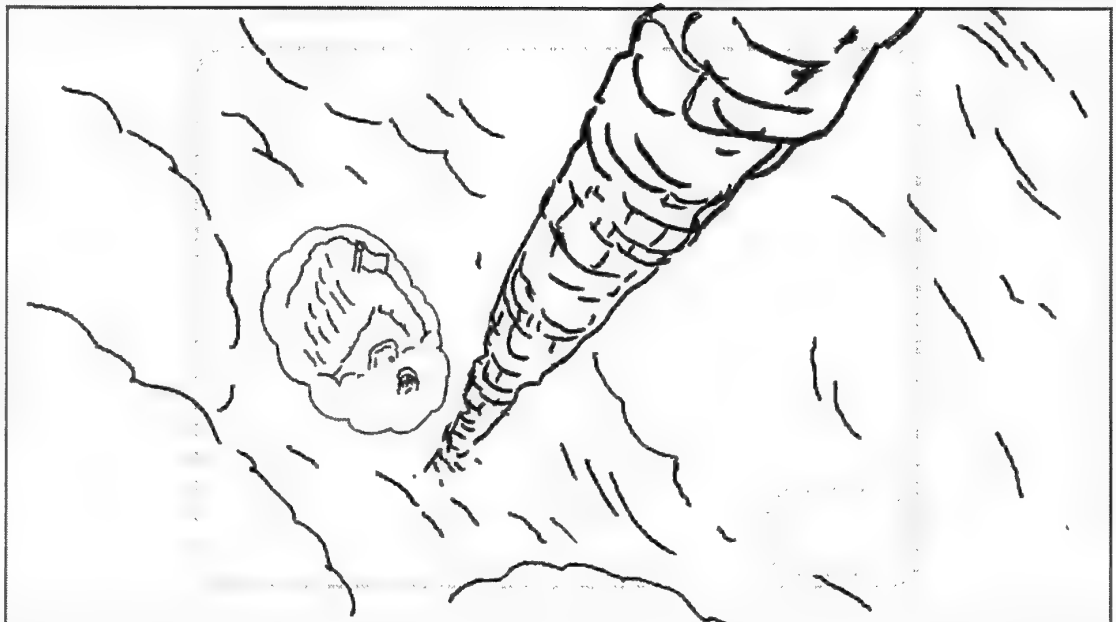


Sc. 124

Pnl. A

Bg.

day night



Dialog:

© / DISTANT DON'T YOU NEED AIR? ←  
HEY WHAT'S IT LIKE UP  
THERE?

Action:

-STRUGGLING TO BREATHE  
- SWAYING

ABOVE THE ATMOSPHERE.

NOT SURE ABOUT THIS LINE

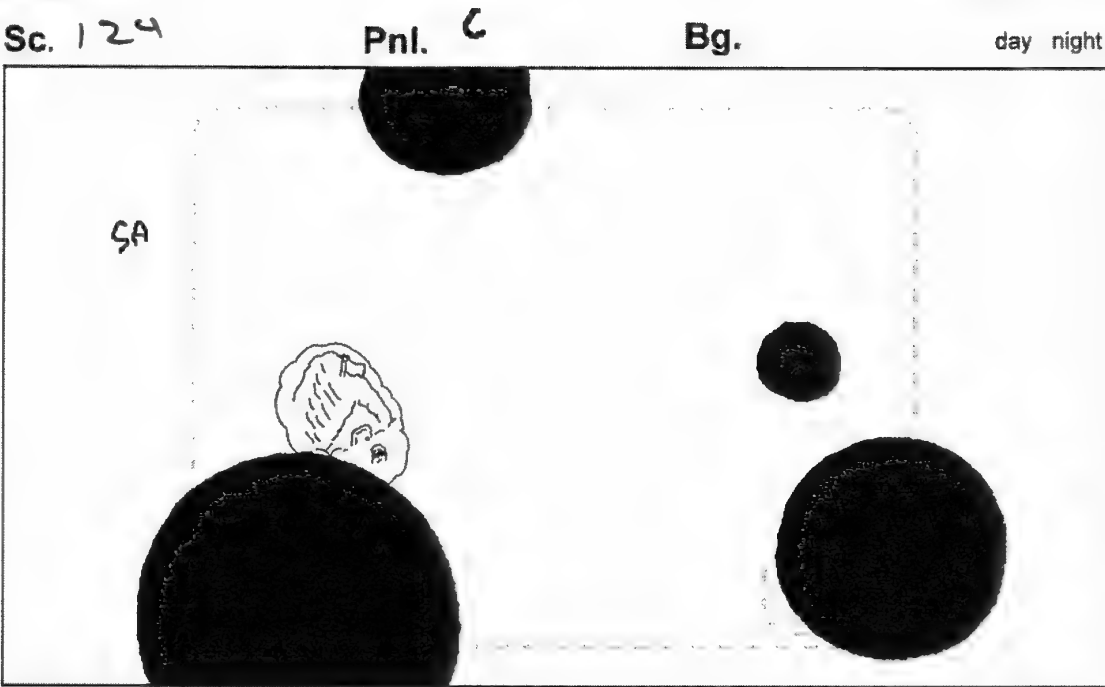
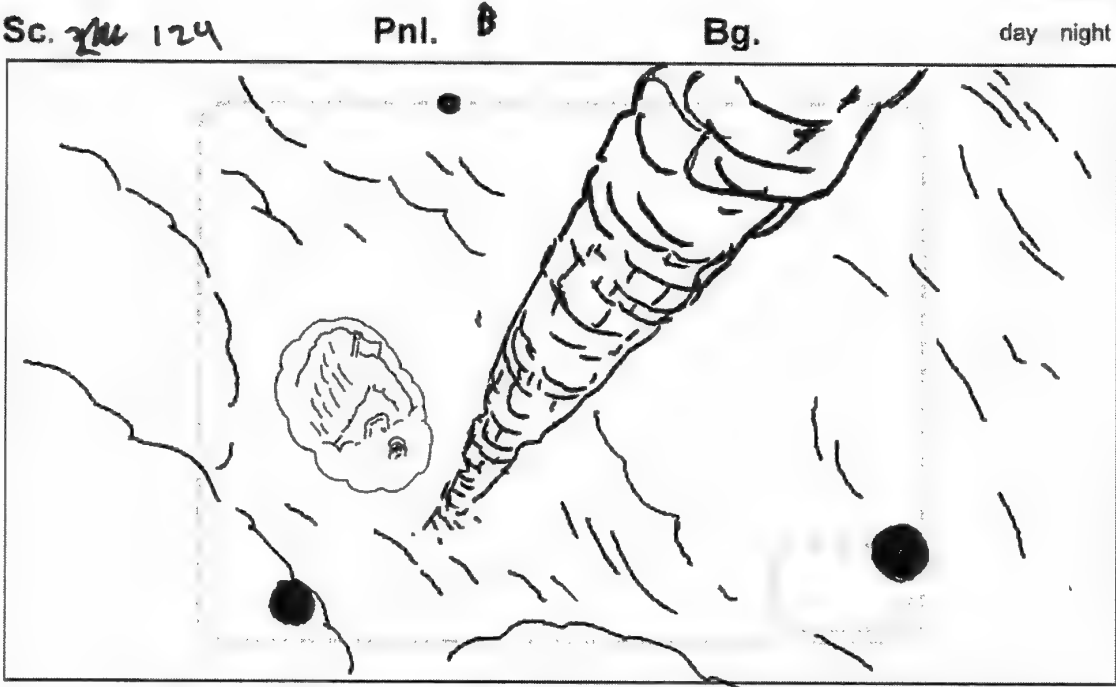
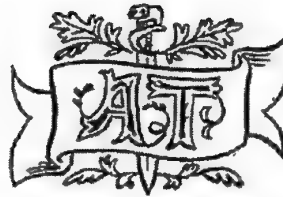
Timing:

1025-168

EPISODE #

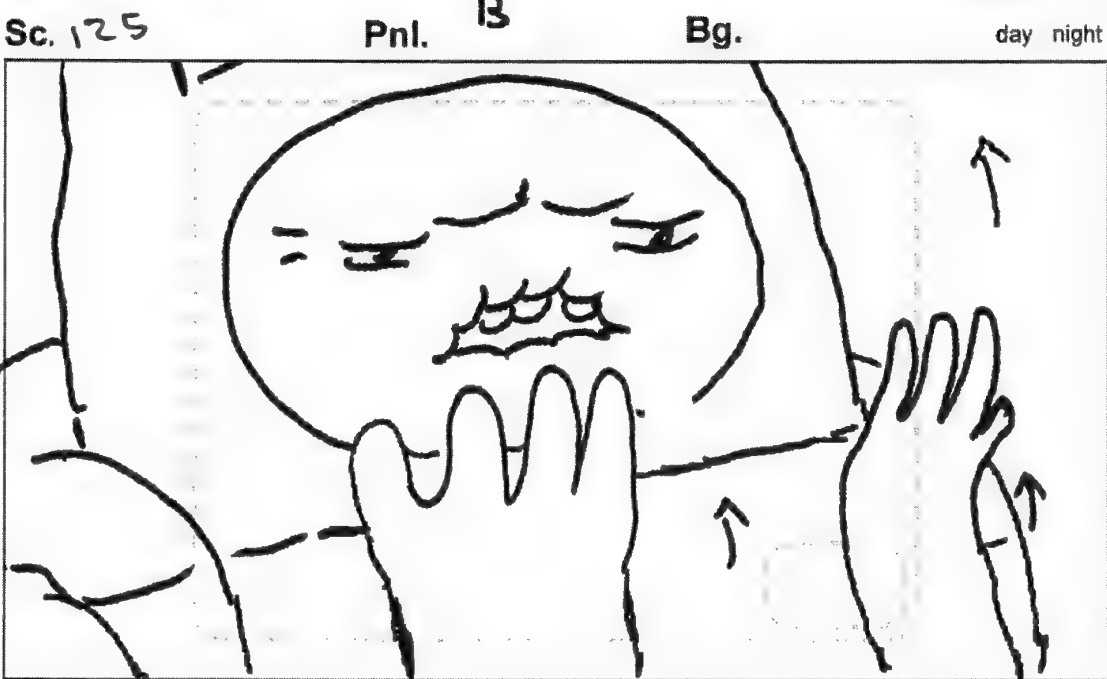
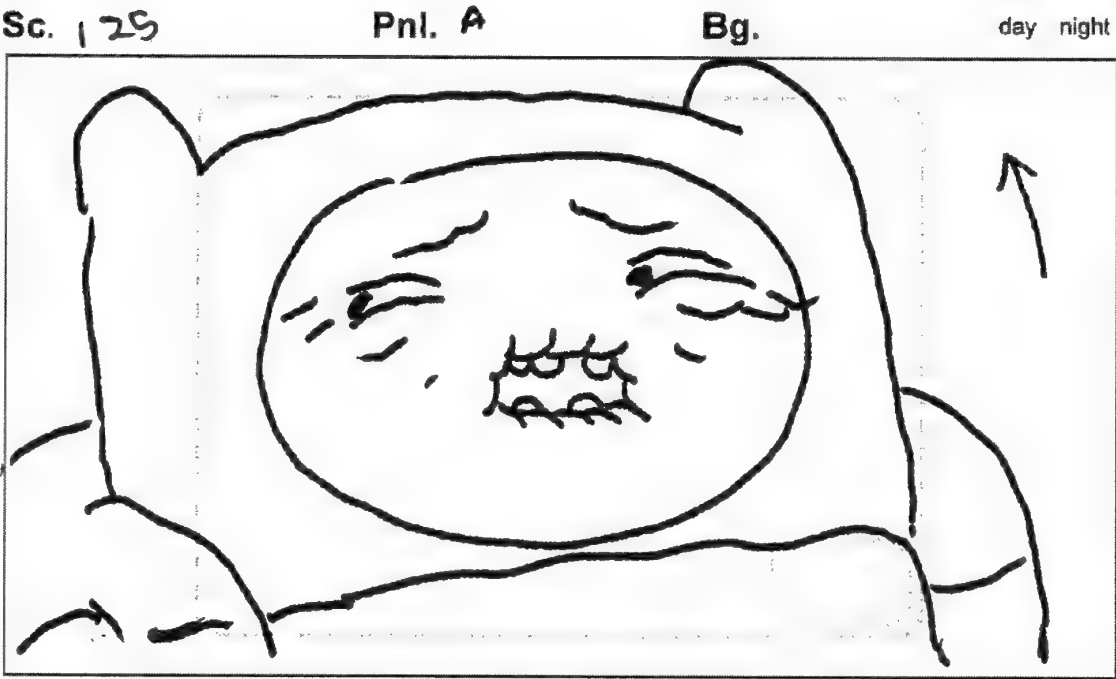
Production :

ADVENTURE TIME



|         |                                                           |
|---------|-----------------------------------------------------------|
| Dialog: | C/ I'M THINKING I COULD TURN INTO SPACE ICE OR SOMETHING! |
| Action: | - BLACK SPOTS BLOOMING IN FINN'S VISION, HOUSE RECEDING   |
| Timing: |                                                           |

ADVENTURE TIME

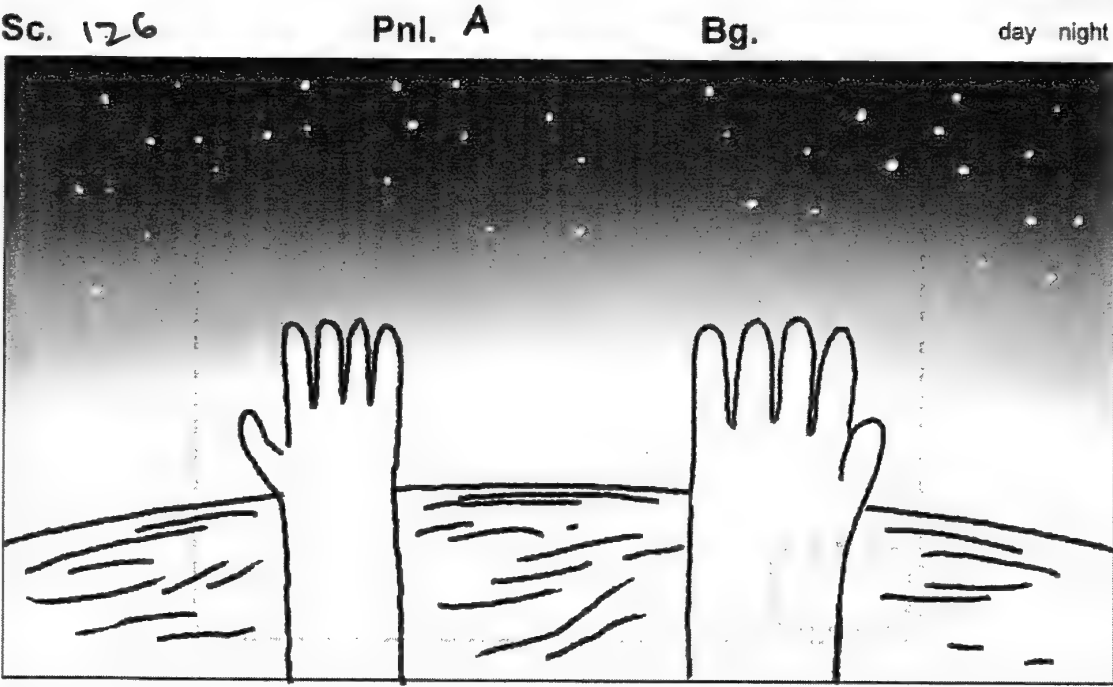


|                                 |
|---------------------------------|
| Dialog:                         |
| Action:<br>STRUGGLING TO BREATH |
| Timing:                         |



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ADVENTURE TIME



Dialog:

Action:

Timing:

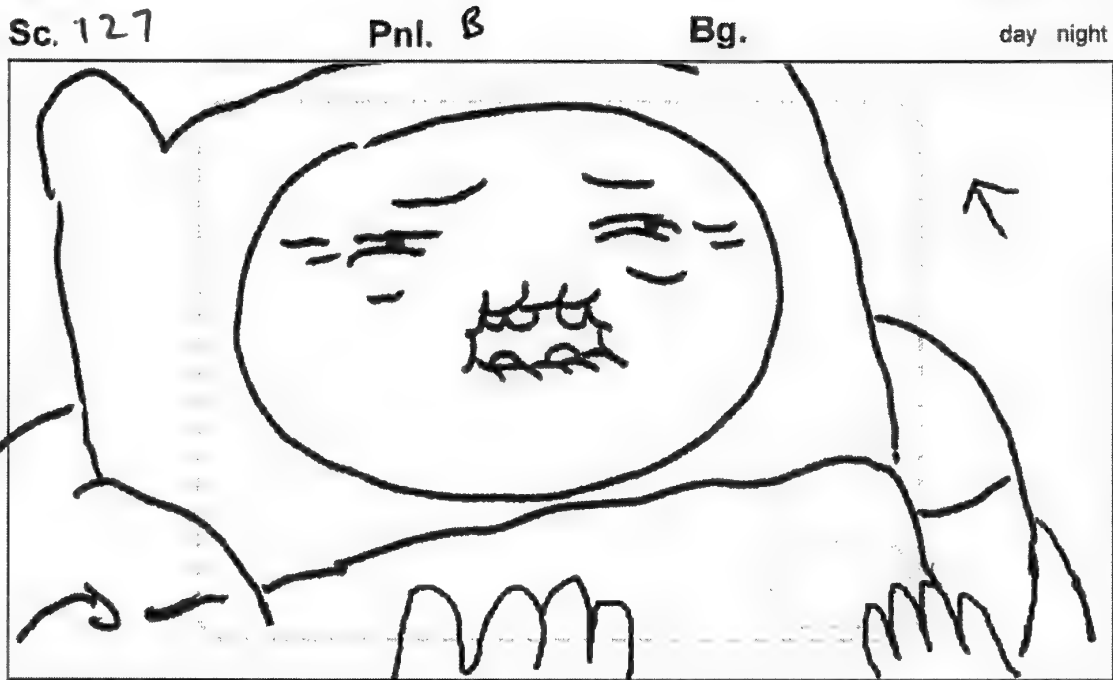
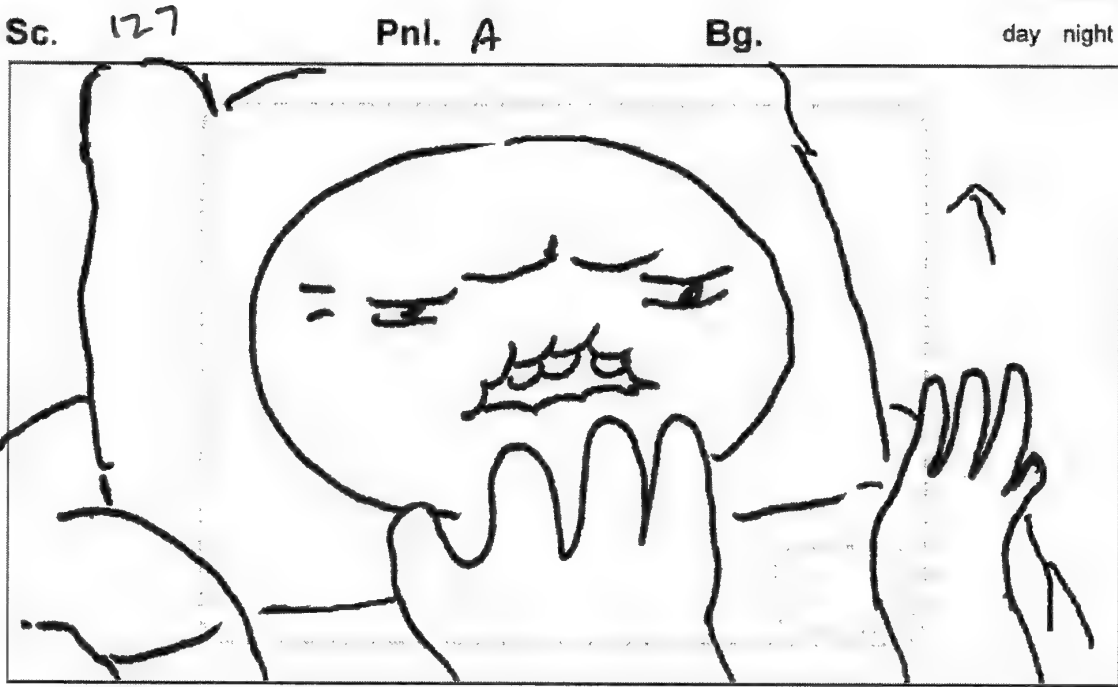


FINGERS GROW / SHRINK.

EPISODE # 1025-168

Production :

ADVENTURE TIME



|          |
|----------|
| Dialog:  |
| (F) / ?? |
| Action:  |
| Timing:  |

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# ADVENTURE TIME



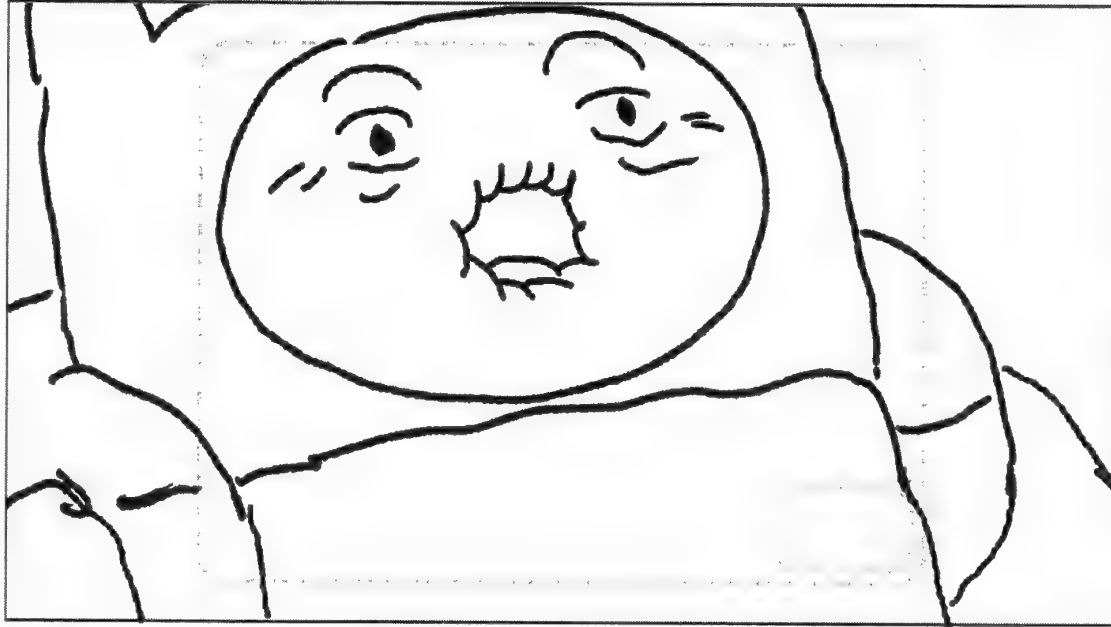
Page 197

Sc. 127

Pnl. C

Bg.

day night



Sc. 128

Pnl. A

Bg.

day night



Dialog:

(F)

HOH!  
(NO AIR)

(F): BREATHING EXCITEDLY:

Action:

HE CAN'T BELIEVE IT.

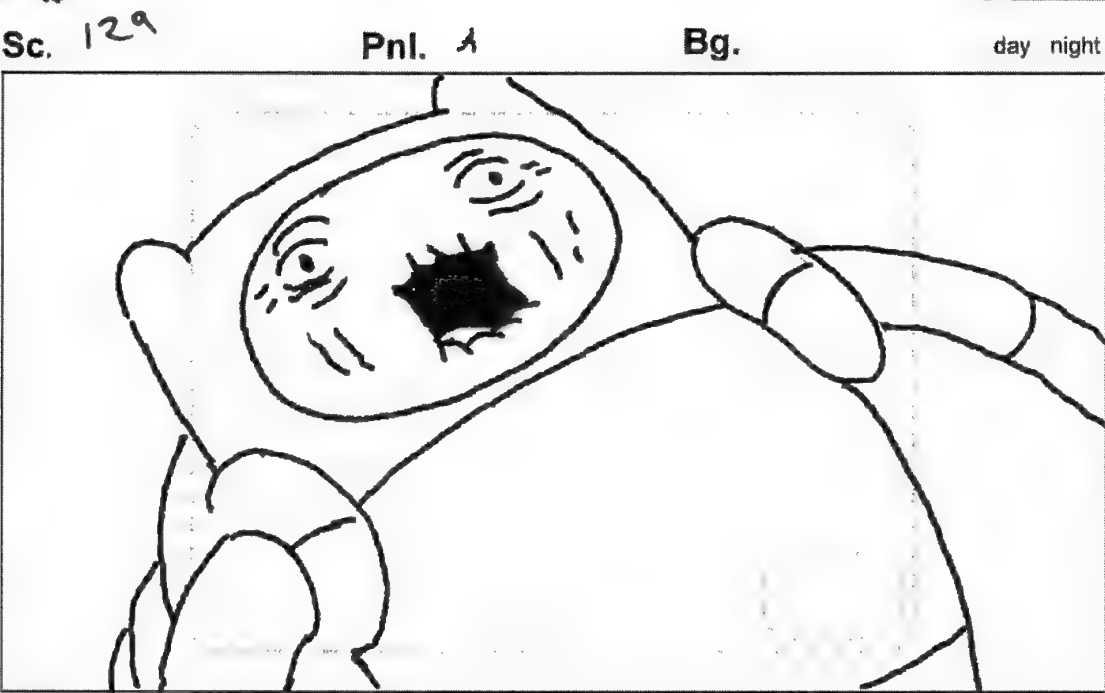
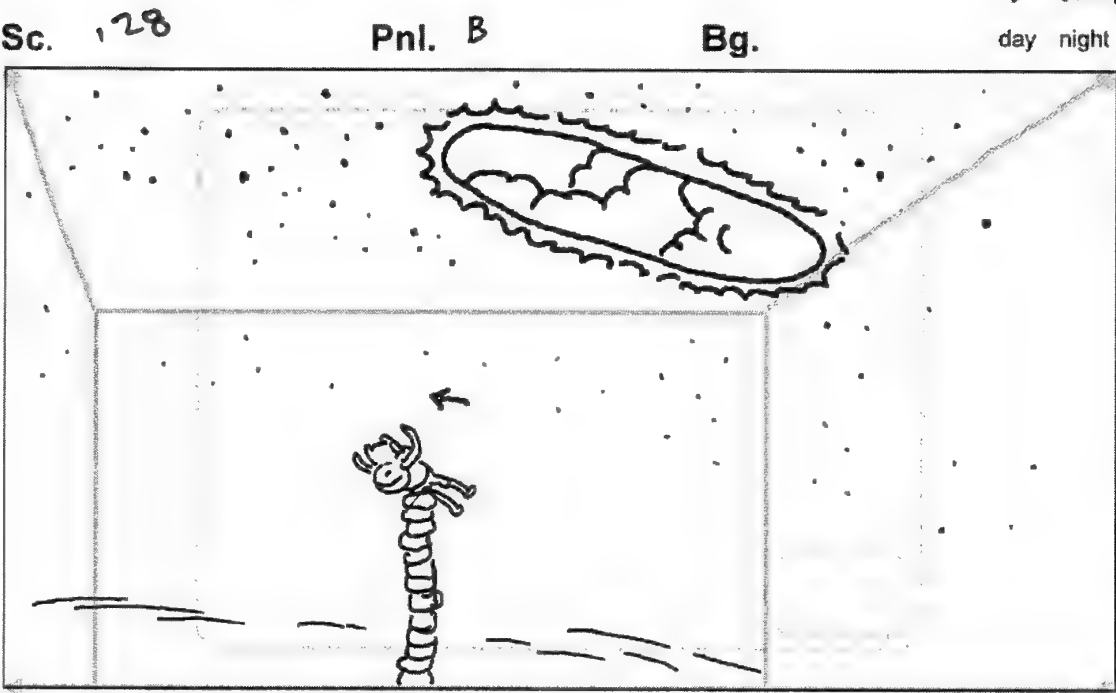
Timing:

EPISODE #

1025-168

Production :

ADVENTURE TIME



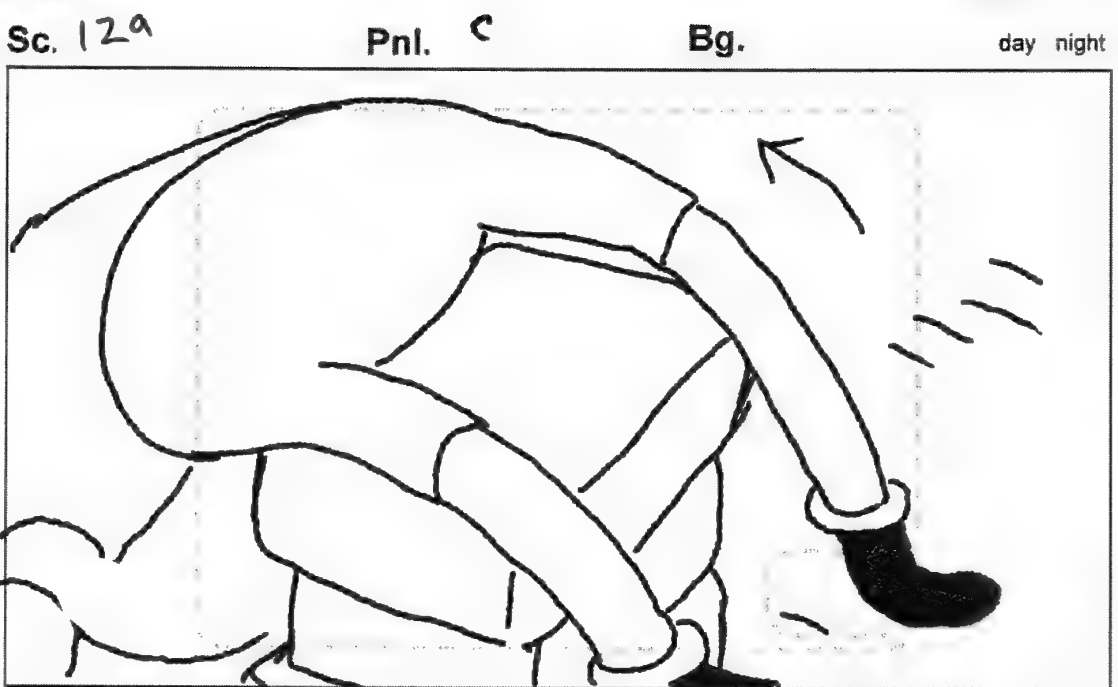
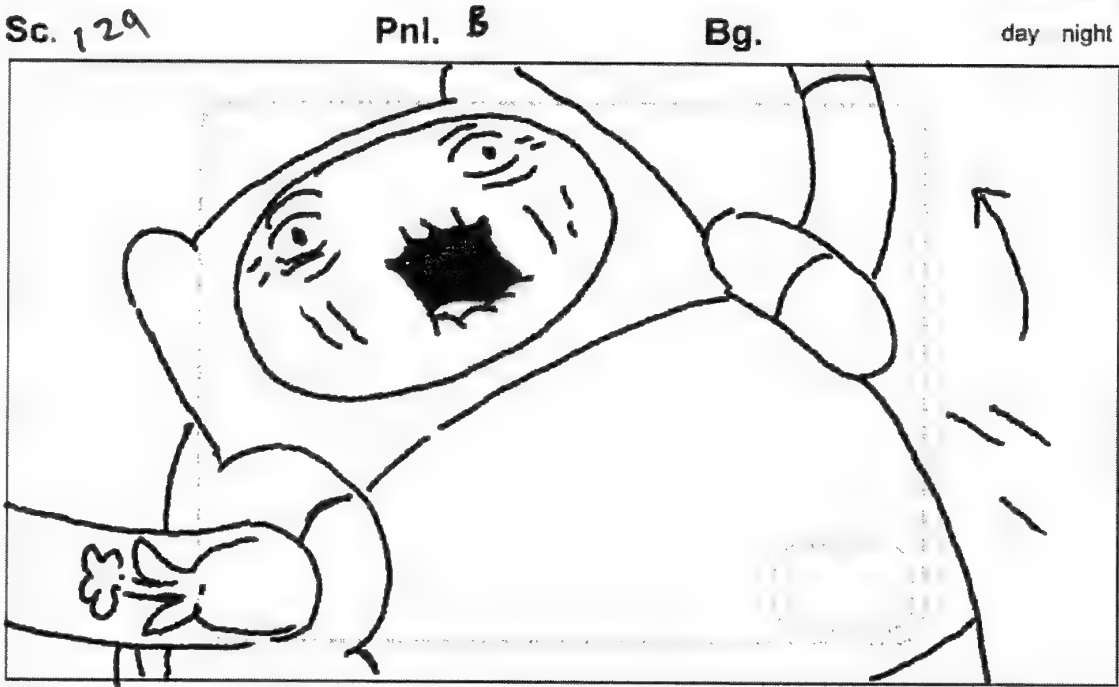
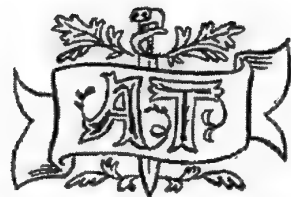
|                                                                                          |
|------------------------------------------------------------------------------------------|
| Dialog:                                                                                  |
| Action:<br>A PORTAL LIKE THE ONES IN<br>THE CITADEL. LOOK ON CLOUDS OF ANOTHER<br>WORLD. |
| Timing:                                                                                  |

EPISODE # 1025-168

Production :

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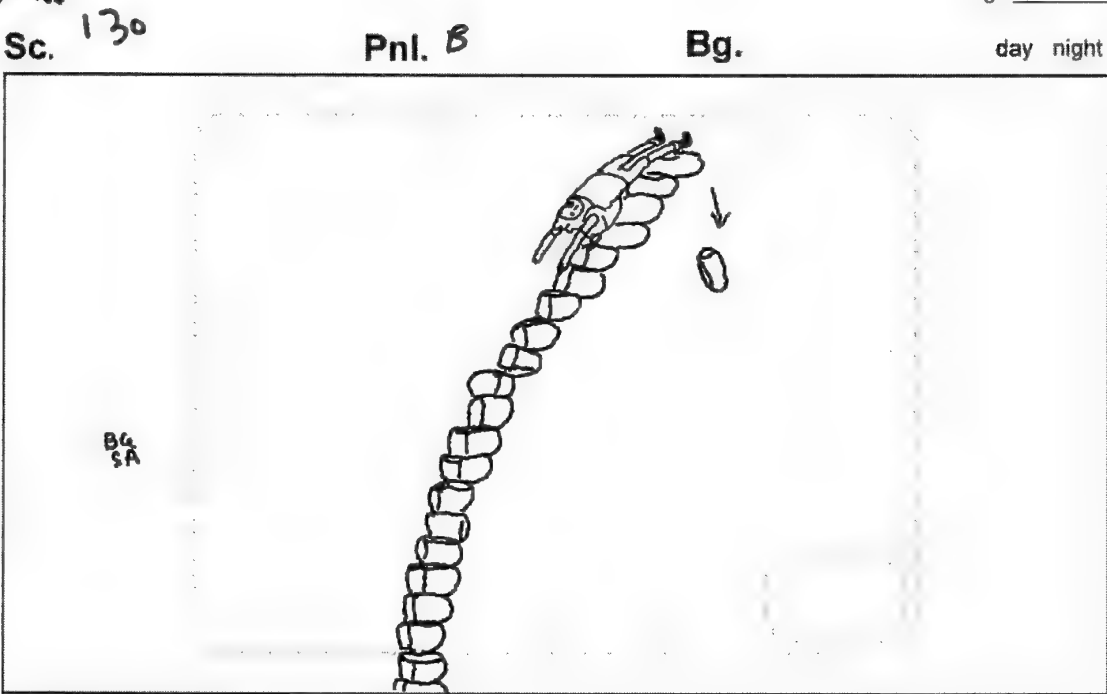
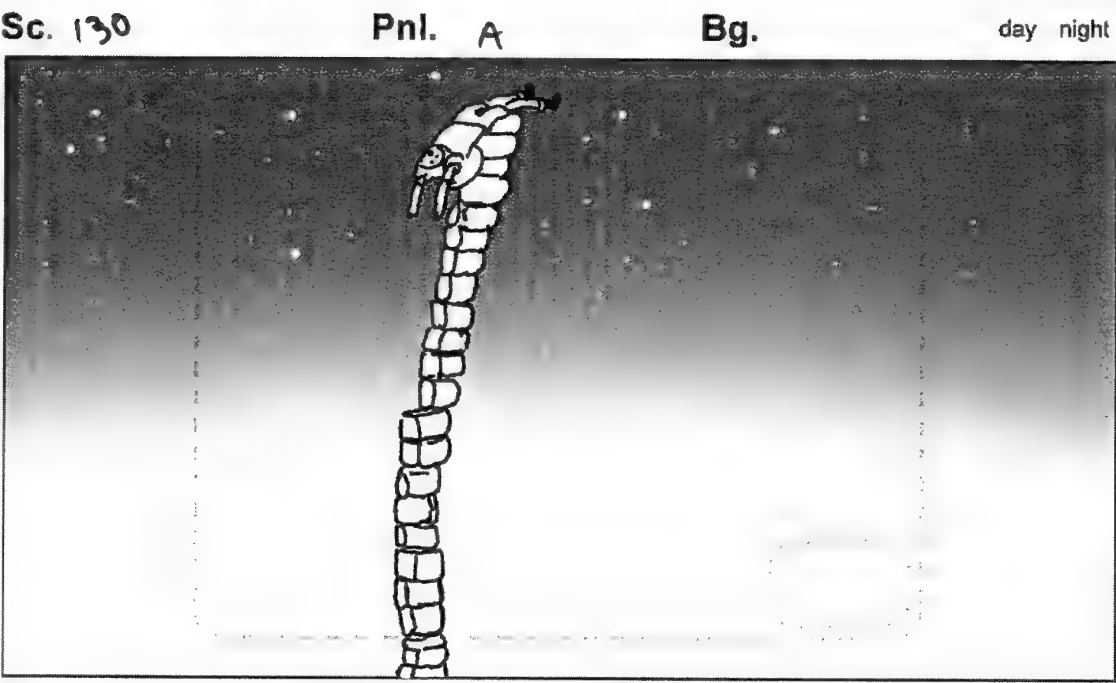
ADVENTURE TIME



|                 |
|-----------------|
| Dialog:         |
| ©/ H H H O H H! |
| Action:         |
| SLIPES OFF      |
| Timing:         |

EPISODE # 1025-168  
Production :

ADVENTURE TIME



|                                                               |
|---------------------------------------------------------------|
| Dialog:                                                       |
| Action:<br>SLIDING DOWN THE STACK WHILE IT LEANS PRECARIOUSLY |
| Timing:                                                       |

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Production :

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ADVENTURE TIME



Sc. 130 Pnl. C Bg. day night

A hand-drawn storyboard panel labeled 'C'. It depicts a character standing on a tall, curved tower made of bricks. Several bricks are shown falling away from the tower, with small flames or smoke trails behind them, indicating they are burning. The text 'Bg SA' is written in the upper left corner of the panel.

Sc. 130 Pnl. D Bg. day night

A hand-drawn storyboard panel labeled 'D'. It shows a character on a brick tower, similar to panel C, but from a slightly different angle. More bricks are shown falling and burning. The text 'Bg SA' is written in the upper left corner of the panel.

|                                                        |
|--------------------------------------------------------|
| Dialog:                                                |
| Action:<br><p>BRICKS BURNING UP IN THE ATMOSPHERE.</p> |
| Timing:                                                |

EPISODE # 1025-168  
Production :

ADVENTURE TIME

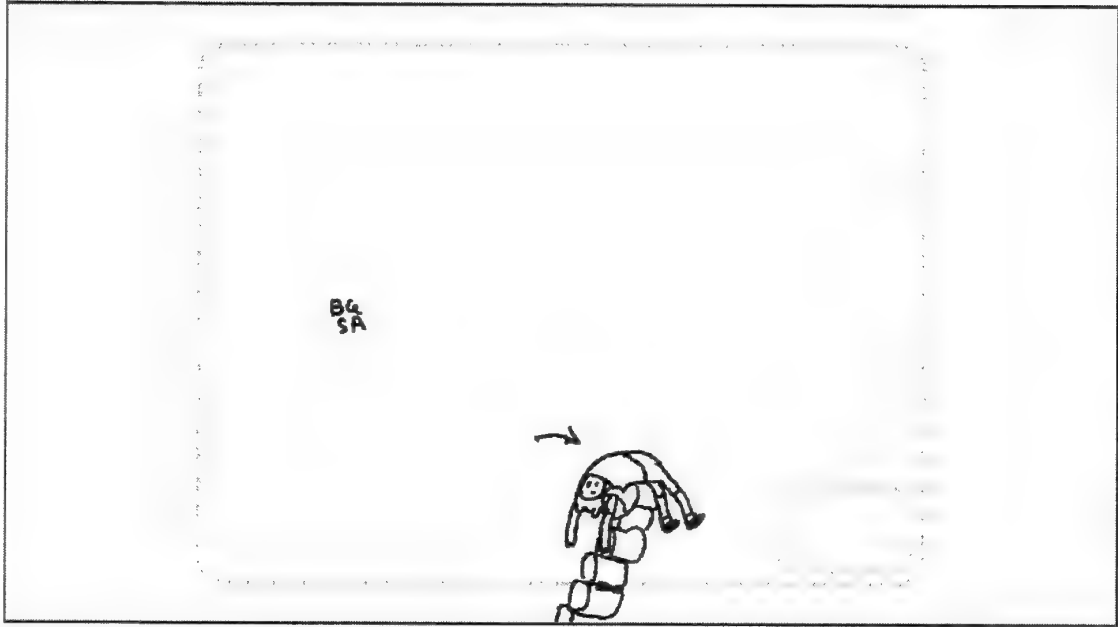


Sc. 130

Pnl. E

Bg.

day night

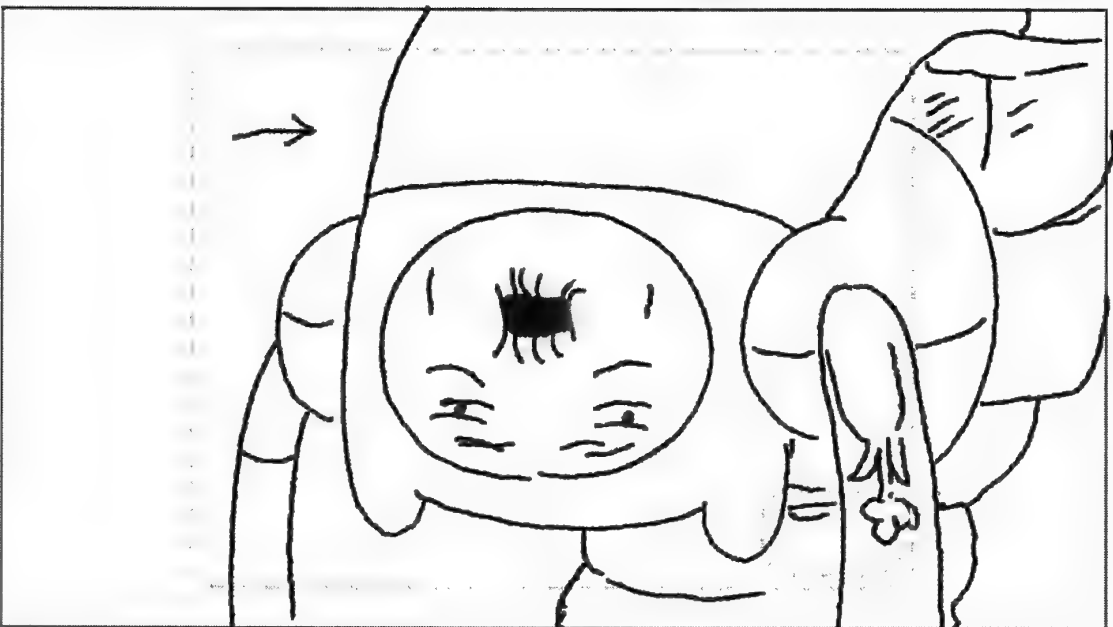


Sc. 131

Pnl. A

Bg.

day night



Dialog:

©/ H H H H H!

Action:

- KEEPS TILTING OVER,  
- STOPS. SO SCARY

Timing:

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Production :



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# ADVENTURE TIME



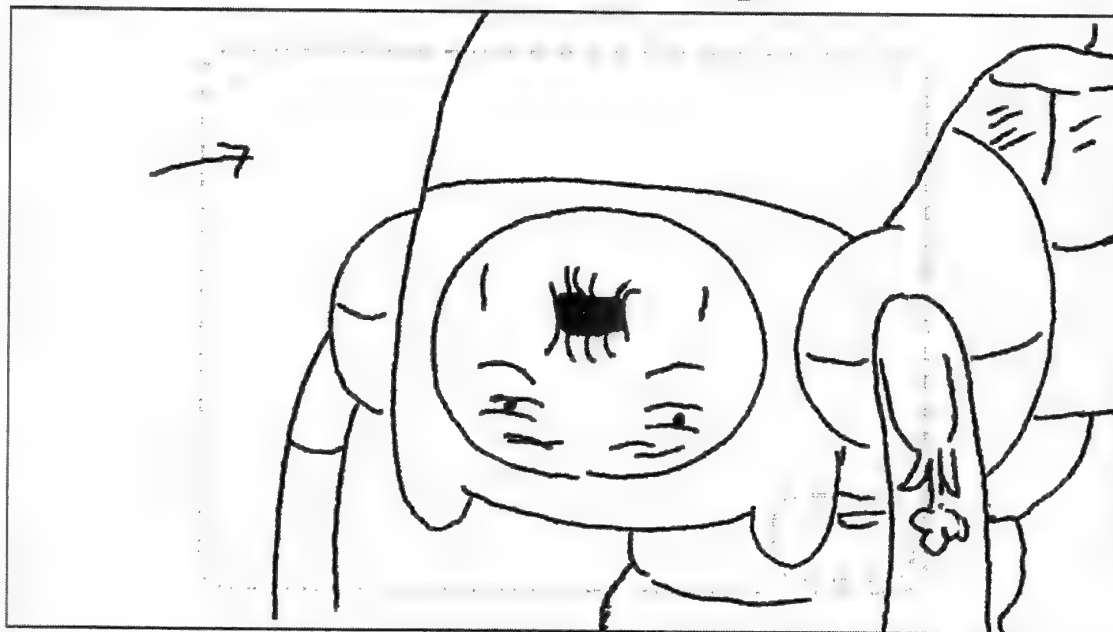
Page 202

Sc. 131

Pnl. B

Bg.

day night

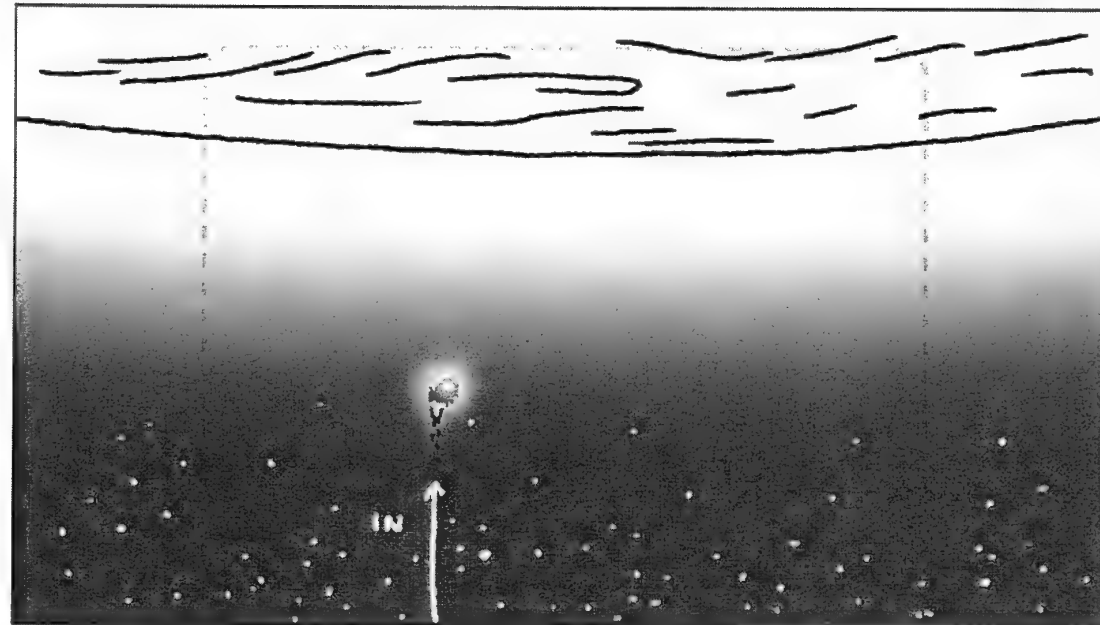


Sc. 132

Pnl. A

Bg.

day night



Dialog:

Action:

END pos.

- SHIP ENTERS FROM SPACE  
- FINN'S P.O.V.

Timing:

1U25-168

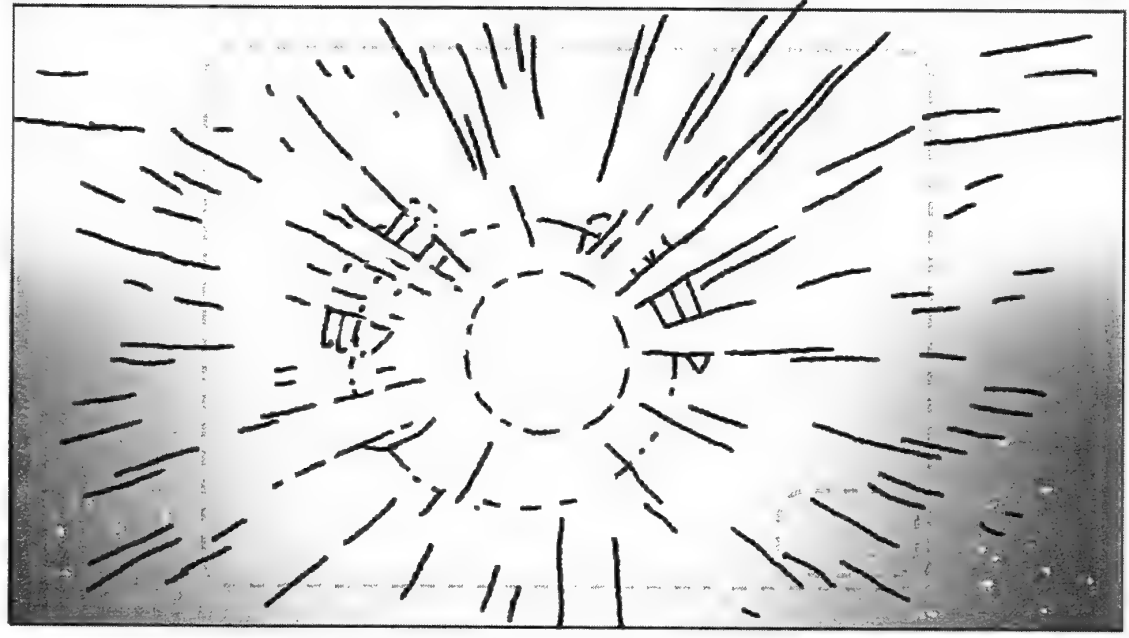
EPISODE #

Production :

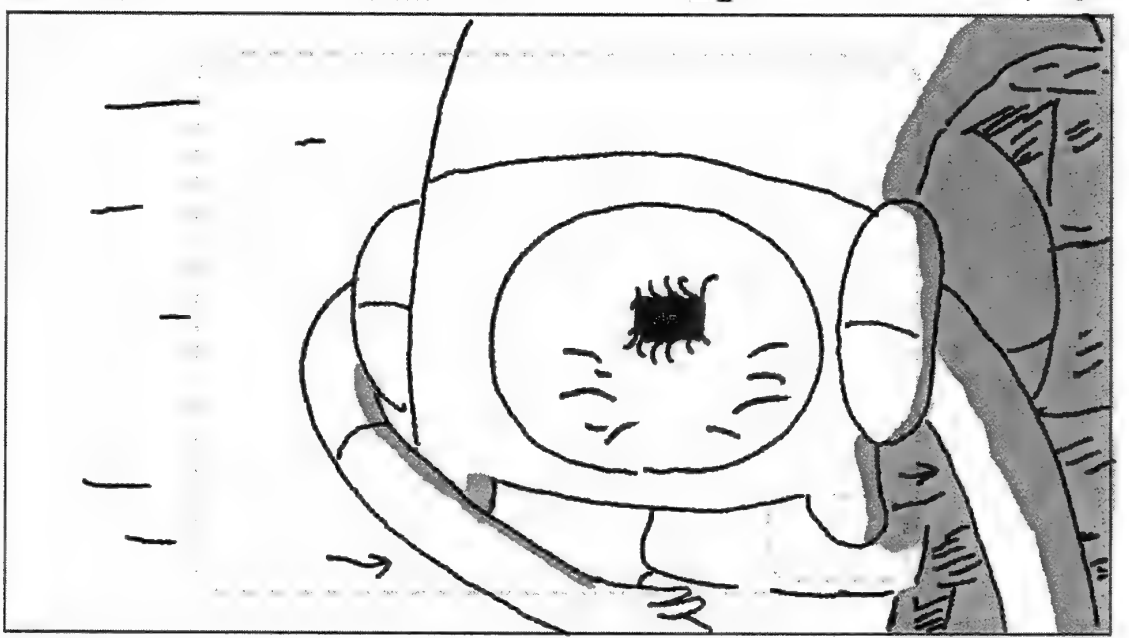
ADVENTURE TIME



Sc. ~~132~~ 132 Pnl. B Bg. day night

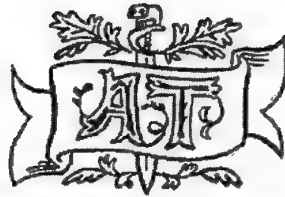


Sc. 133 Pnl. A Bg. day night



|         |                   |
|---------|-------------------|
| Dialog: | ©/ BAAAHHD! : : . |
| Action: |                   |
| Timing: |                   |

ADVENTURE TIME



Sc. 133

Pnl. B

Bg.

day night

Sc. 133

Pnl. C

Bg.

day night

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

WHITE OUT.

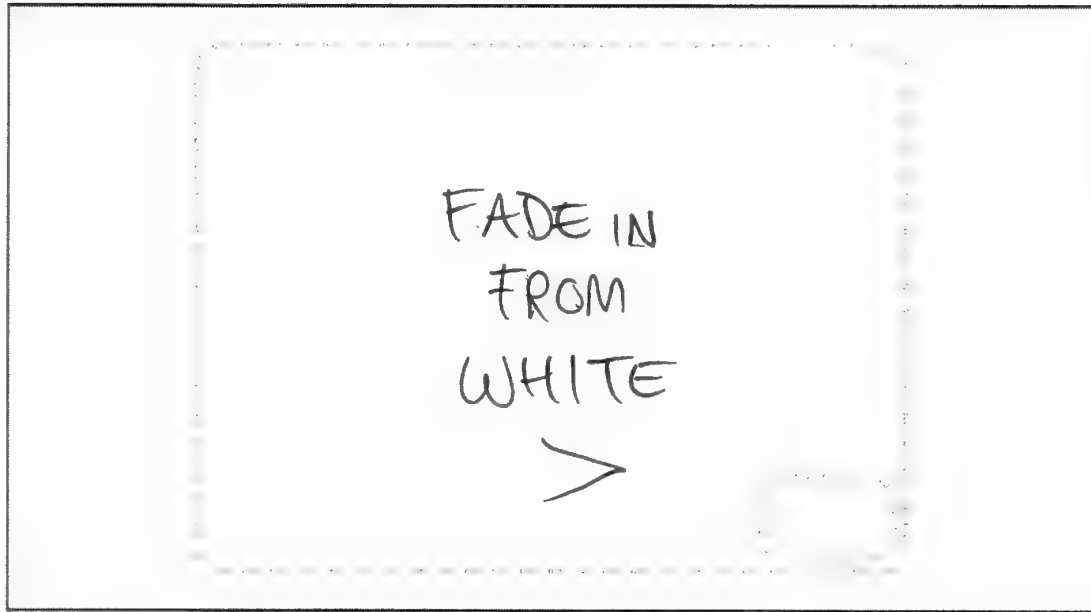
EPISODE # 1025-168

Production :

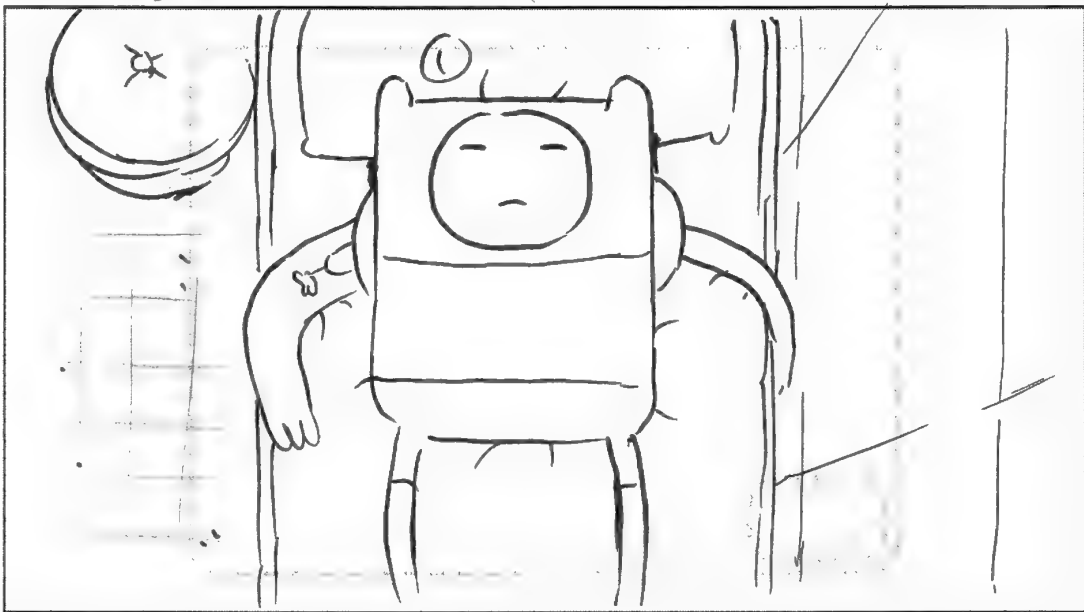
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 134 Pnl. A Bg. day night



|                               |
|-------------------------------|
| Dialog:                       |
| Action: (3) Finn blinks twice |
| Timing:                       |

(2)

EPISODE #

1025-168

Production :

# ADVENTURE TIME



Page 207

Sc.

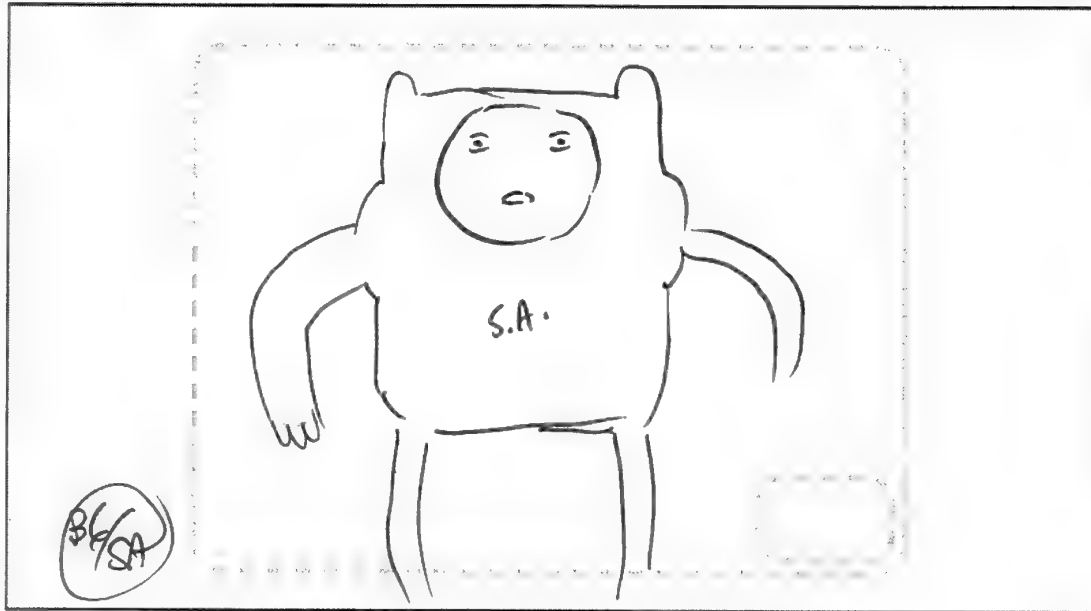
134

Pnl.

B

Bg.

day night



Sc.

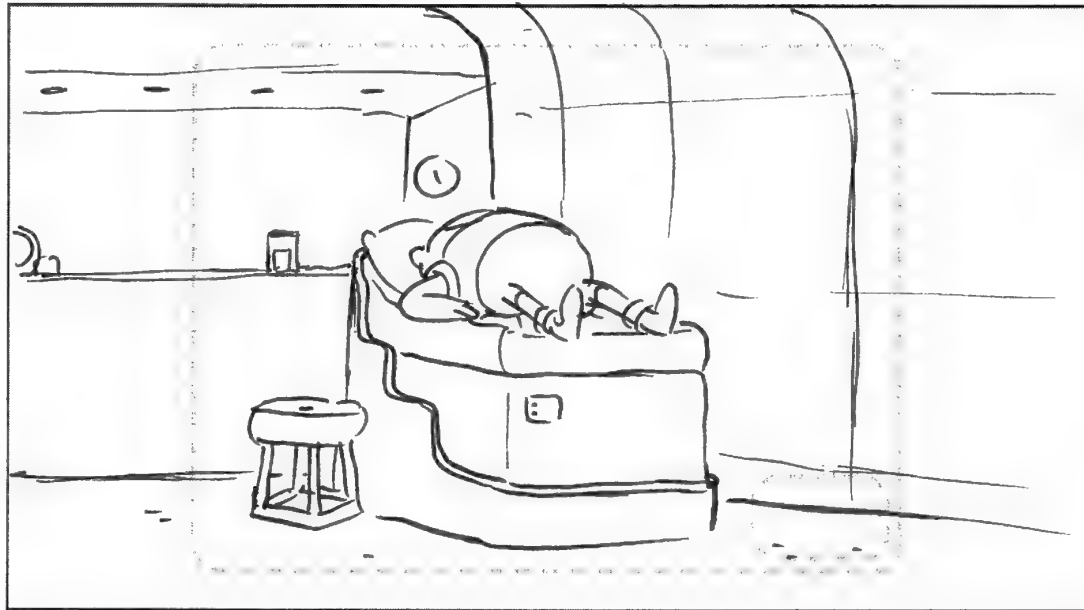
135

Pnl.

A

Bg.

day night



Dialog:

(FINN) \* ughh... \*

(F:) oh man... my nog master.

Action:

Timing:



EPISODE #

1025-168

Production :

# ADVENTURE TIME



Page 208

Sc. 135 Pnl. B Bg. day night



Sc. 135 Pnl. C Bg. day night



Dialog:

Action:

Timing:

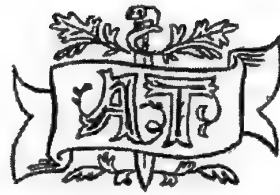


Production :

EPISODE #

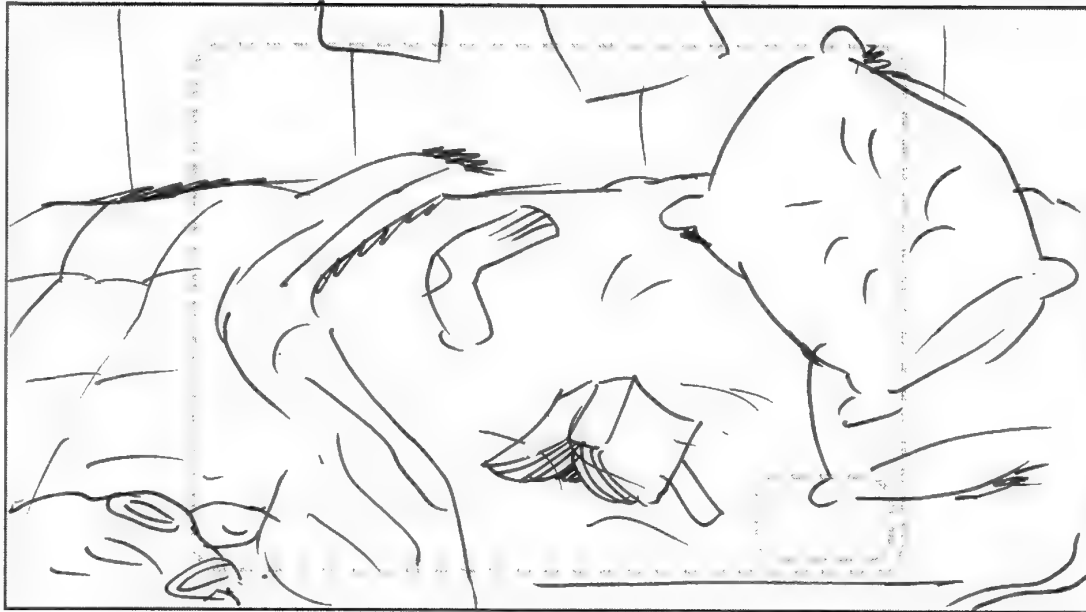
1025-168

# ADVENTURE TIME

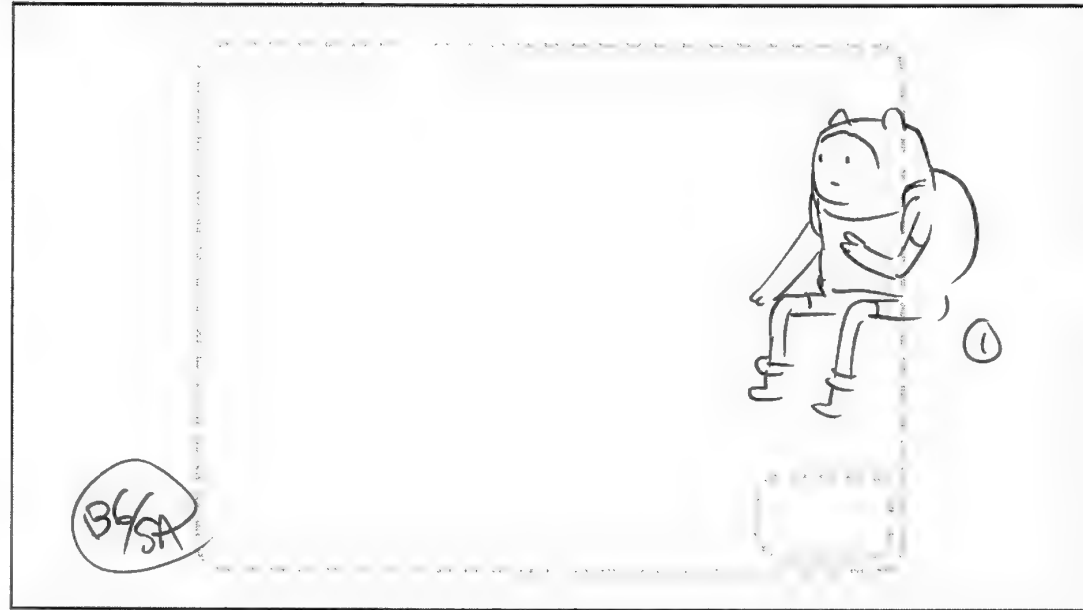


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Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:

Action:

slept-in bed with "dad-clothes" on it  
and "dad-stuff" near it.

Timing:



EPISODE #

1025-168

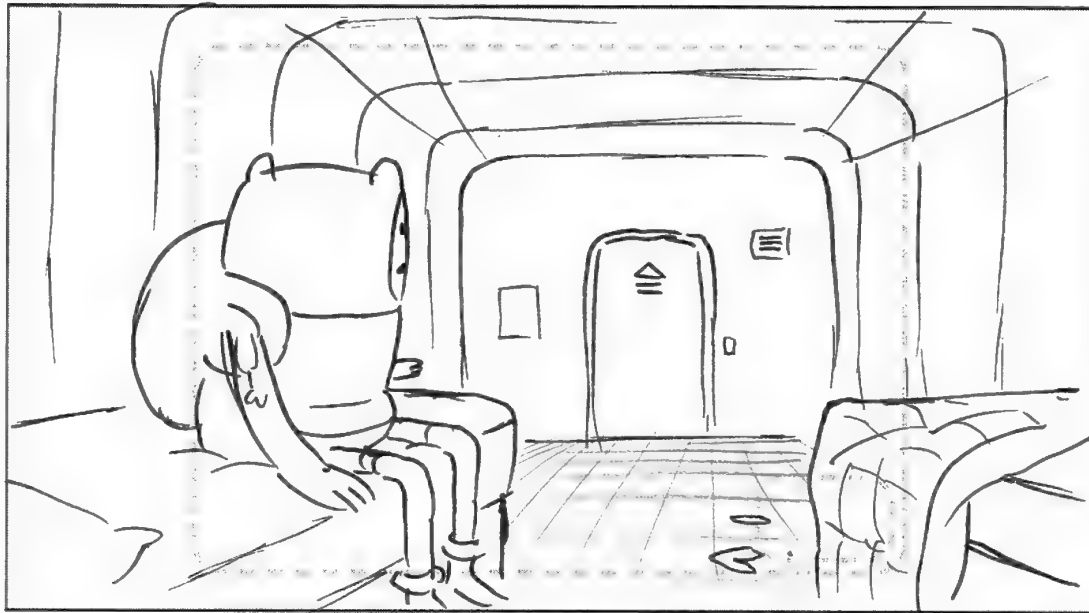
Production :

# ADVENTURE TIME

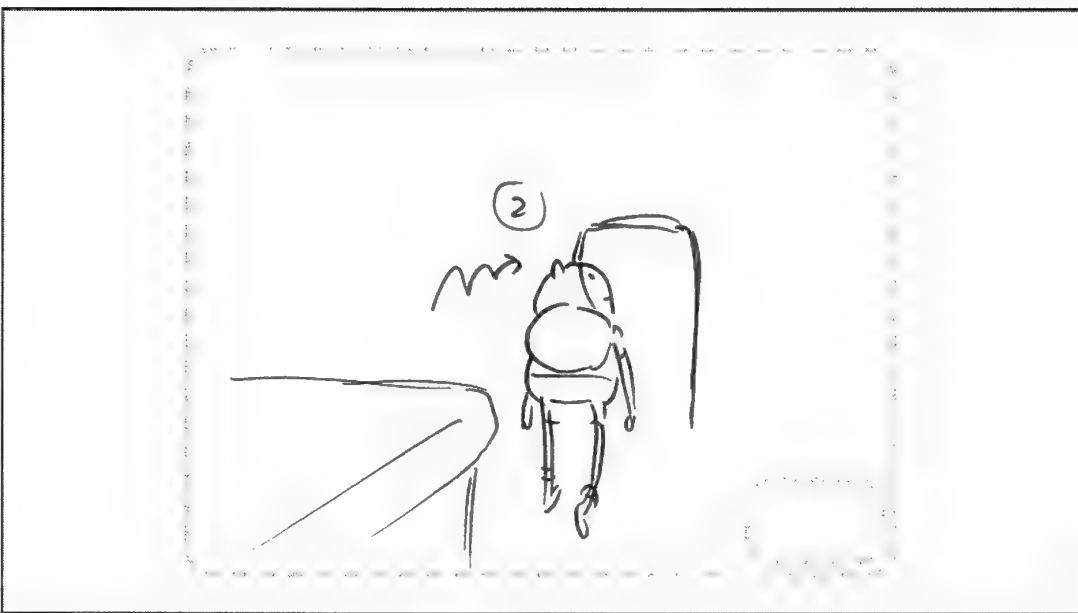


Page 210


Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



|         |             |
|---------|-------------|
| Dialog: | (F:) Hello? |
| Action: |             |
| Timing: |             |



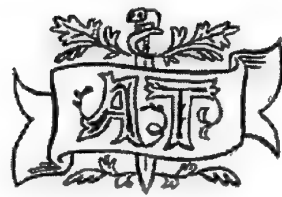
EPISODE #

1025-168

Production :

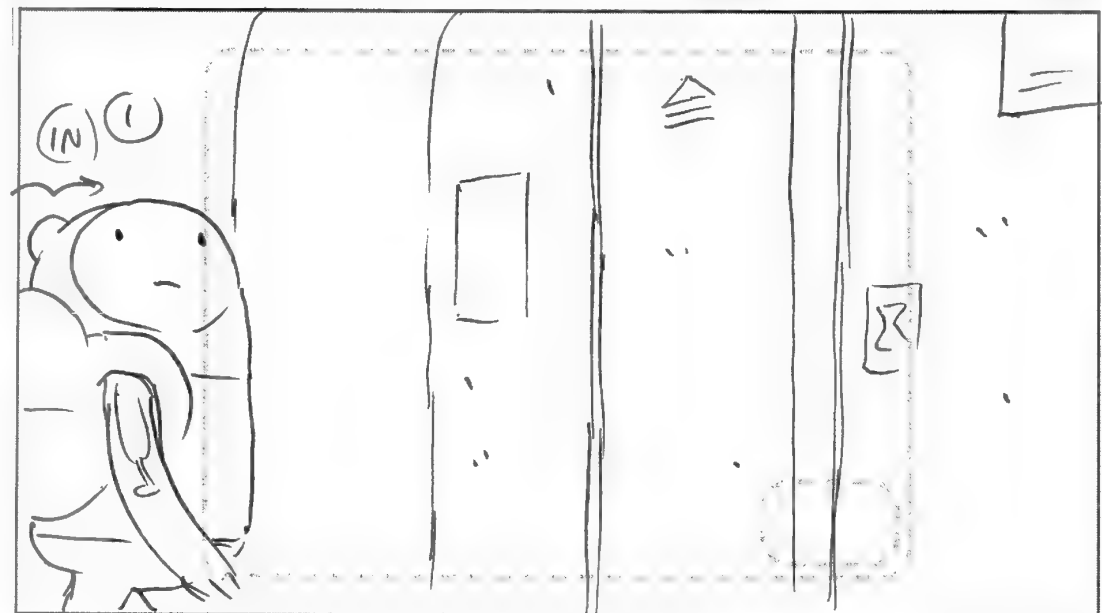


# ADVENTURE TIME

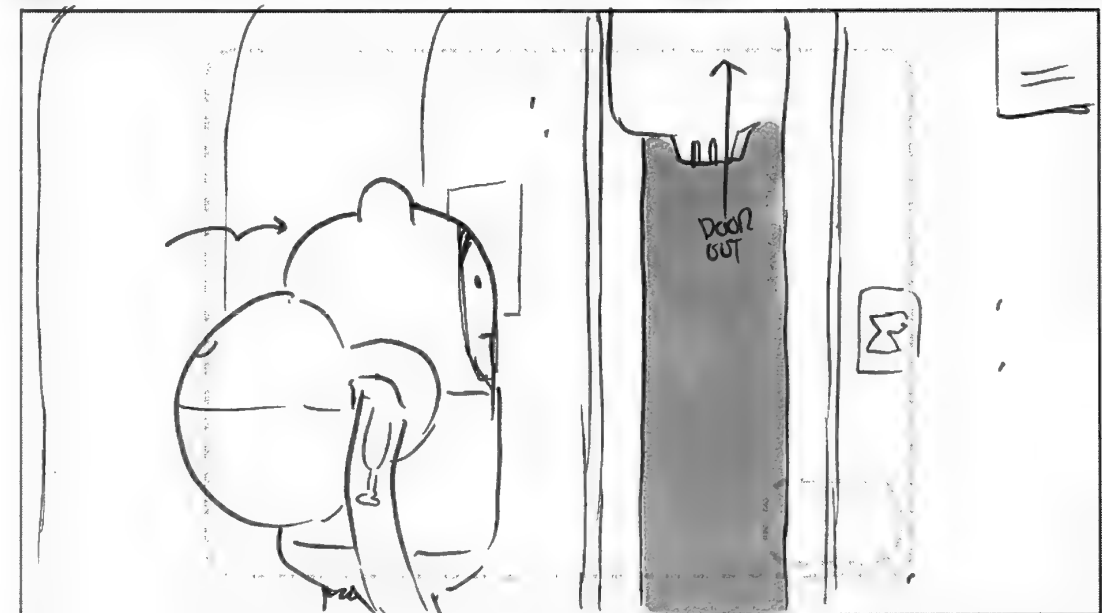


Page 211

Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



|         |  |
|---------|--|
| Dialog: |  |
| Action: |  |
| Timing: |  |



EPISODE #

1025-168

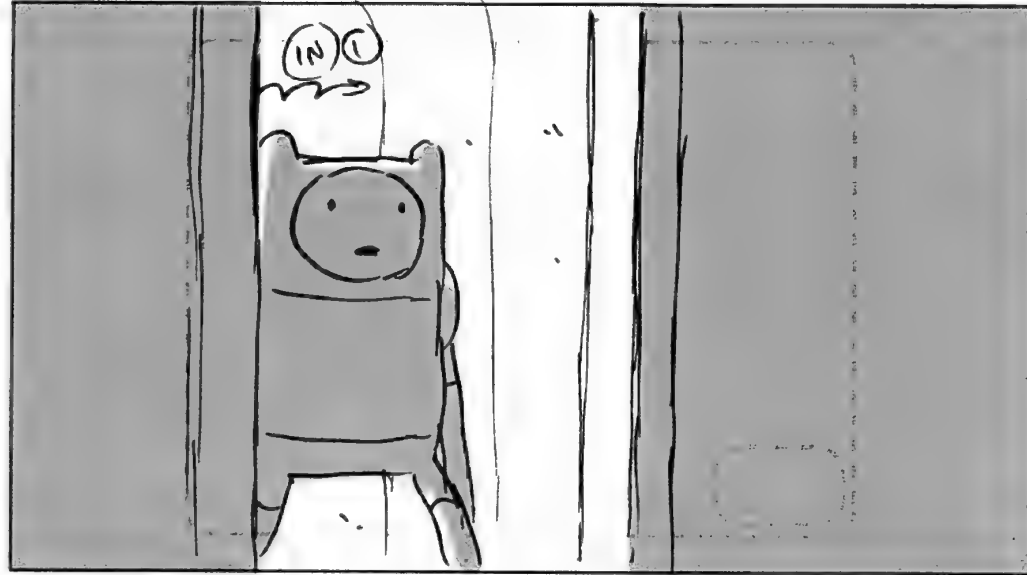
Production :

# ADVENTURE TIME



Page 212

Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:

(F:) ① Hel -- \*Oh! (gasped/whispered)\* ②

Action:

Timing:

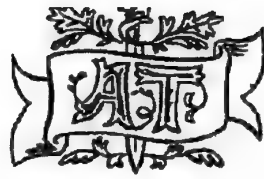


EPISODE #

1025-168

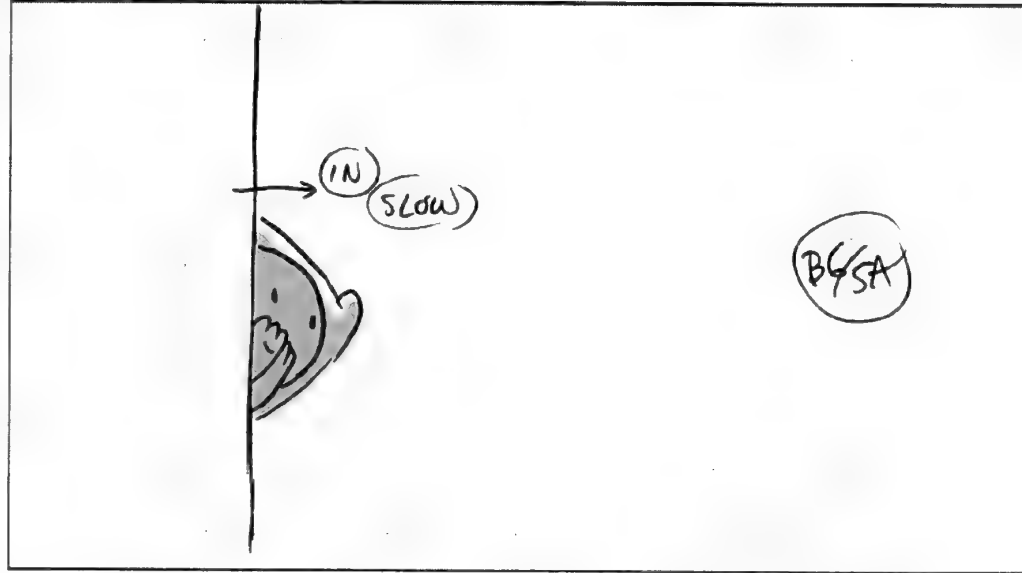
Production :

# ADVENTURE TIME

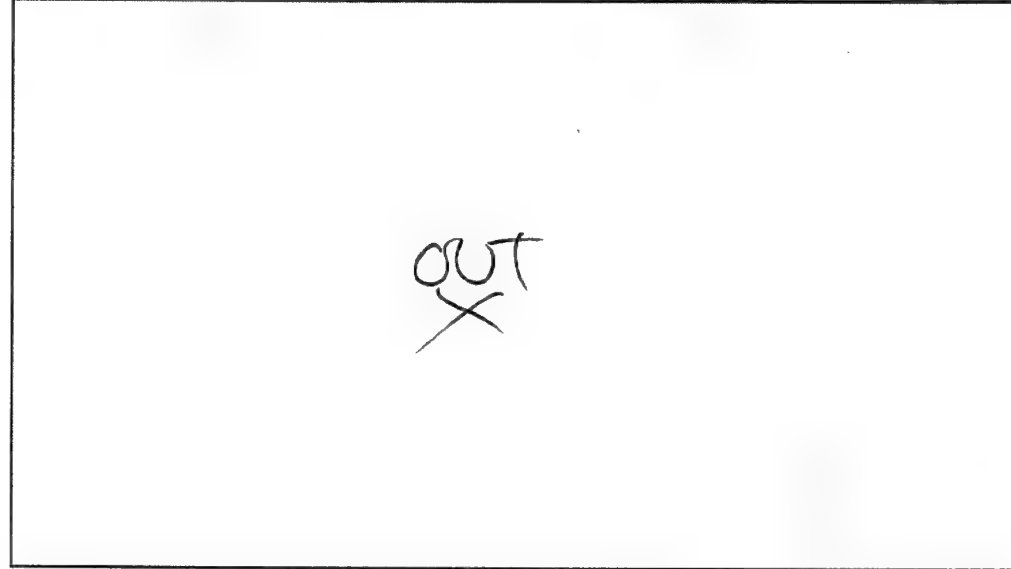


Page 213

Sc. 140 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



|                               |
|-------------------------------|
| Dialog:                       |
| Action: Finn slowly peeks in. |
| Timing:                       |

EPISODE #

1025-168

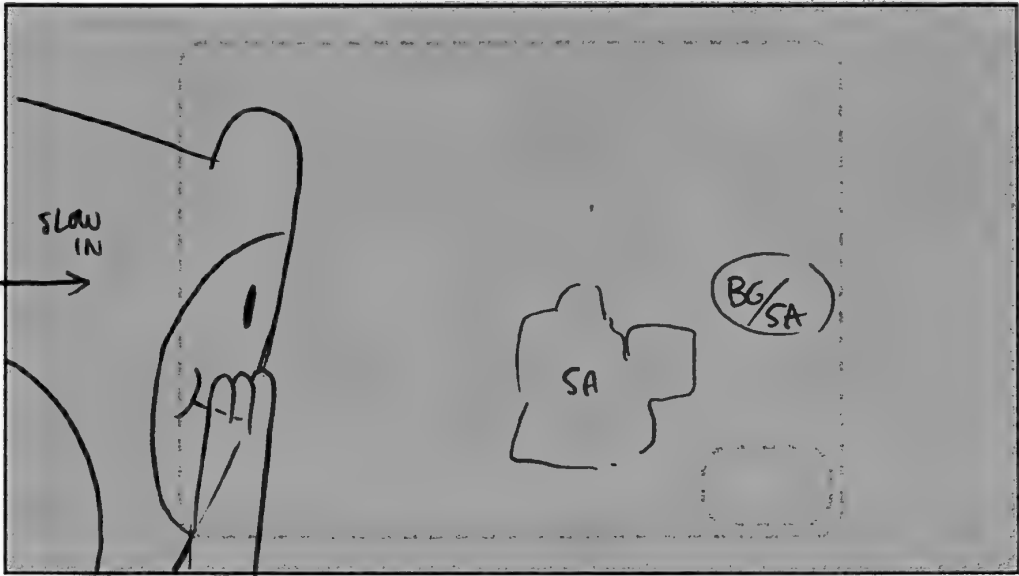
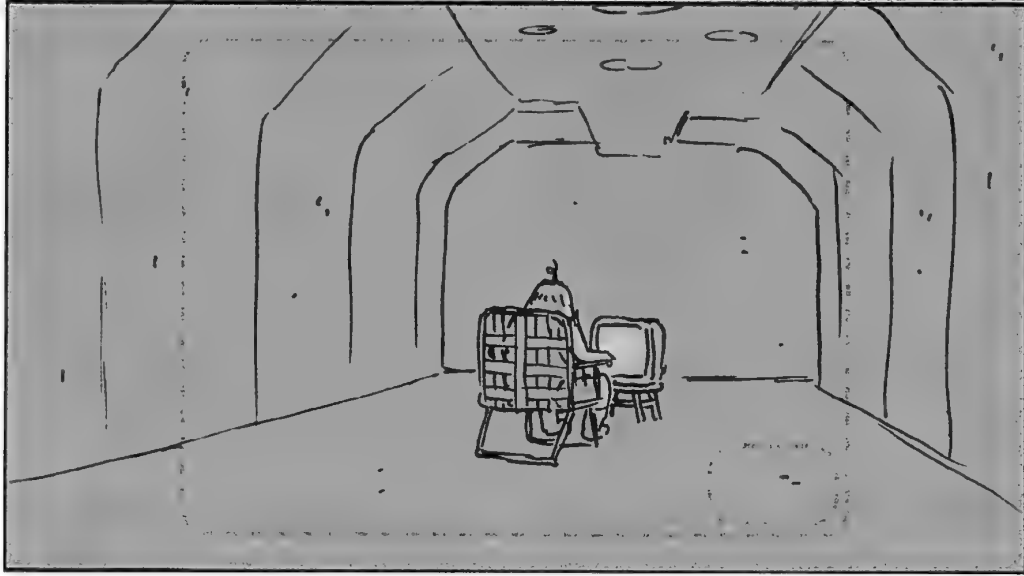
Production :

ADVENTURE TIME

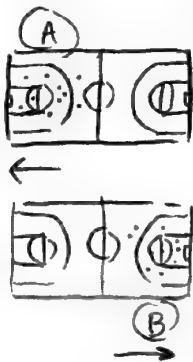


Sc. 141 Pnl. A Bg. day night

Sc. 141 Pnl. B Bg. day night



|                          |                                                                                                           |
|--------------------------|-----------------------------------------------------------------------------------------------------------|
| Dialog:                  |                                                                                                           |
| (F:) * snort * snicker * |                                                                                                           |
| Action:                  | TV set slowly pans back & forth on basketball game. Player dots scramble around from one end to the other |
| Timing:                  |                                                                                                           |

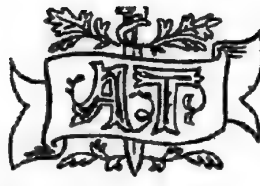


EPISODE #

Production :

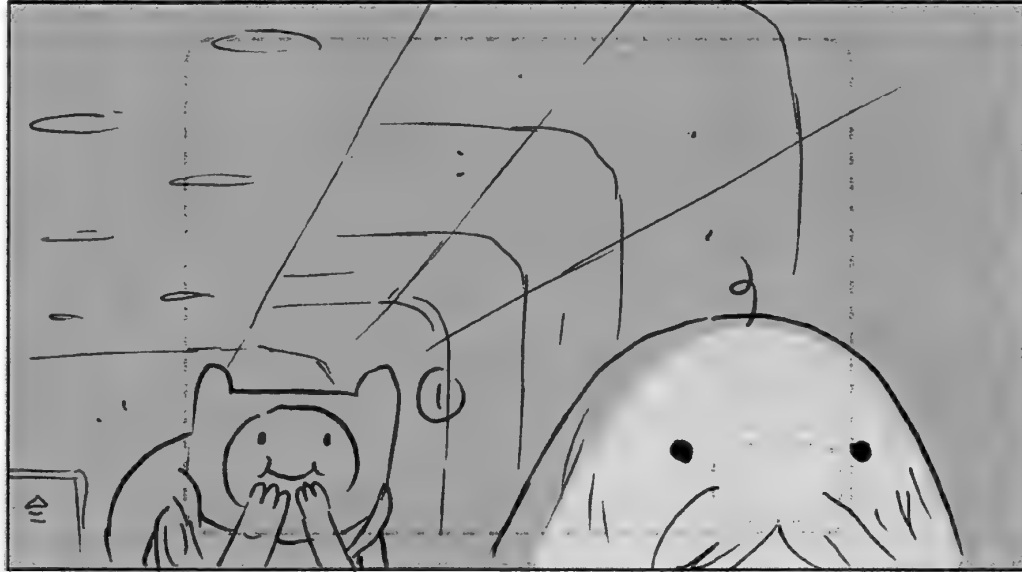
1025-168

# ADVENTURE TIME



Page 215

Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:

Action:

-Finn sneaks up on Dad.

Timing:

EPISODE #

Production :

1025-168

# ADVENTURE TIME



Page 216

Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:

(F:)(whisper:) hey ...

(F:)(whisper:) hey Dad ...

Action:

moves arms, then speaks

-TV pans back & forth slowly on basketball game.

Timing:

EPISODE #

1025-168

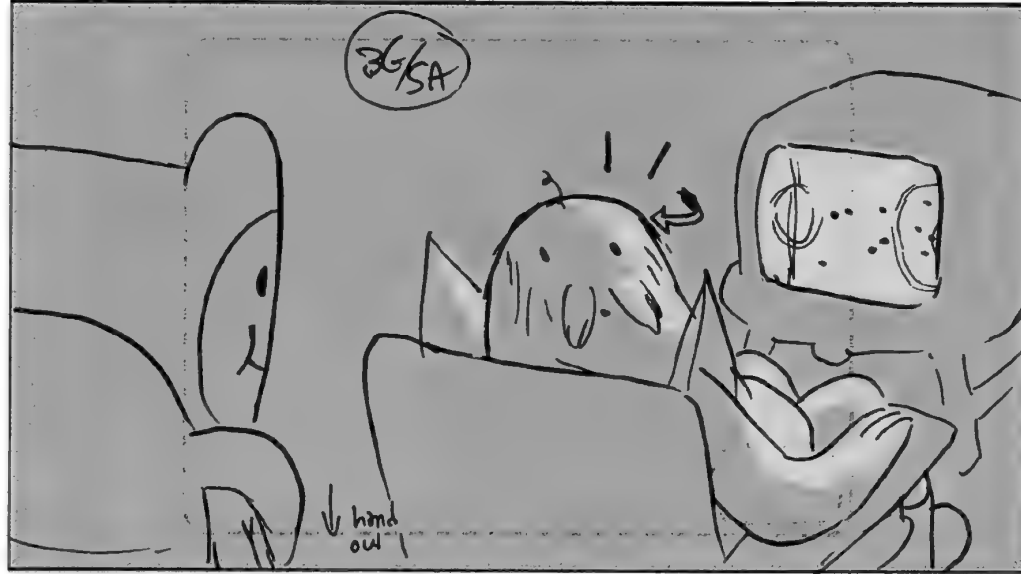
Production :

# ADVENTURE TIME

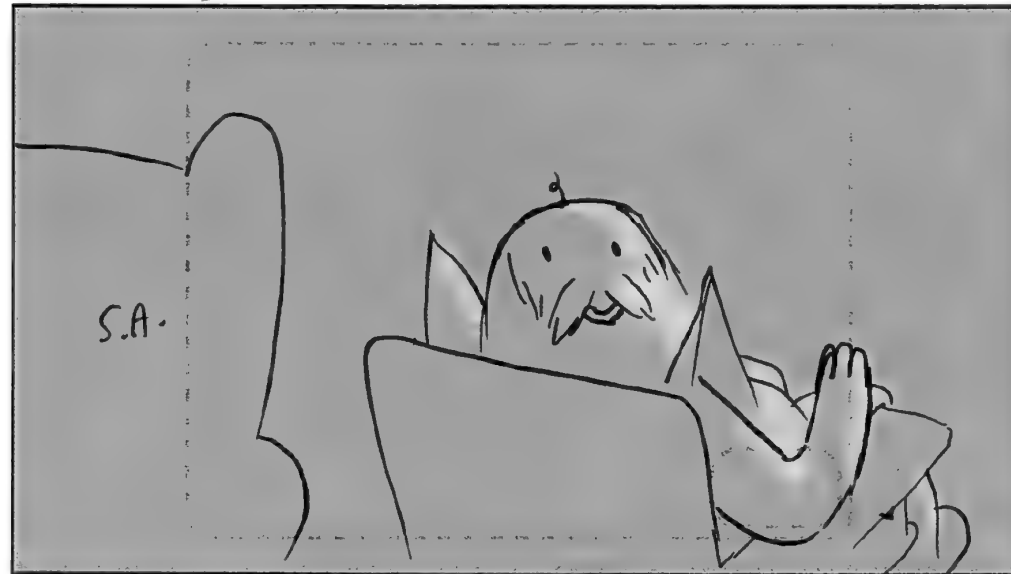


Page 217

Sc. 143 Pnl. B Bg. day night



Sc. 143 Pnl. C Bg. day night



Dialog:

DAD: (startled) hunh!?

DAD: Oh good, you're awa--

Action:

should this be  
Hynden doing  
deep-voice?  
Not sure...  
-Tom

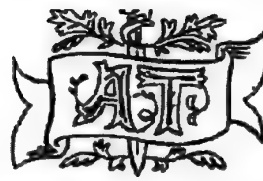
Timing:

EPISODE #

1025-168

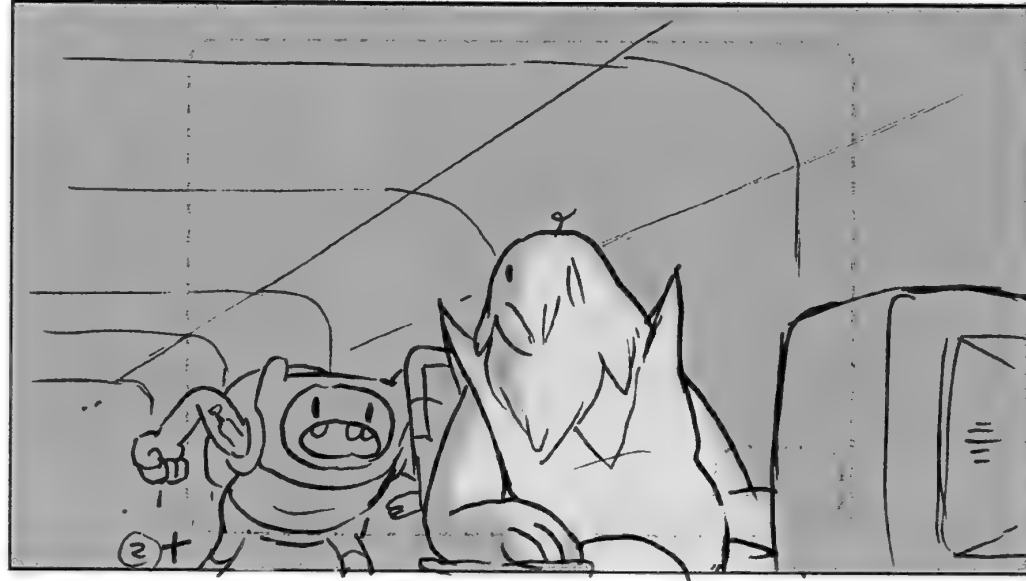
Production :

# ADVENTURE TIME

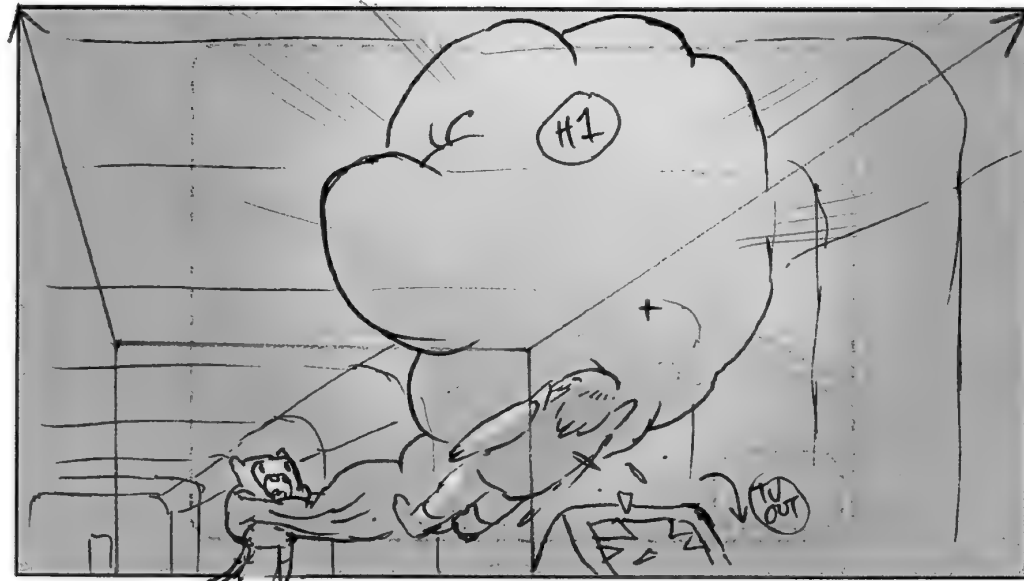


Page 218

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night

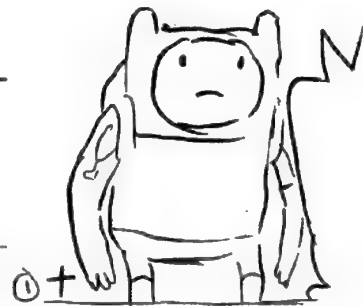


Dialog:

(F) GOTCHA!!

Action:

Timing:



EPISODE #

1025-168



# ADVENTURE TIME



Page 219

Sc. 144 Pnl. C Bg. day night

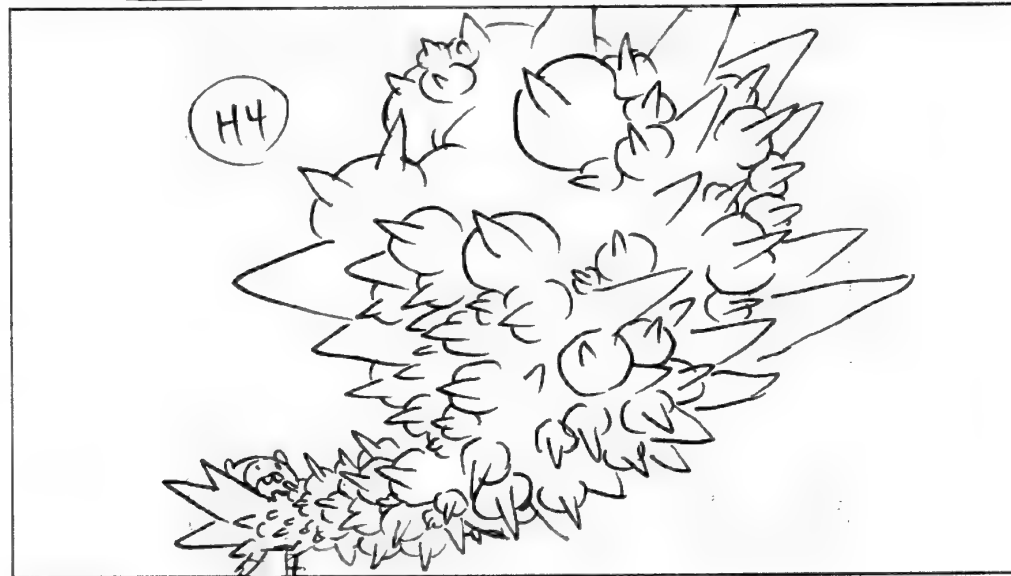


Dialog:

Action: spikes and buboes manifest very quickly, but ~~a~~ slightly staggered, not all in sync.

Timing:

Sc. 144 Pnl. D Bg. day night



EPISODE #

1025-168

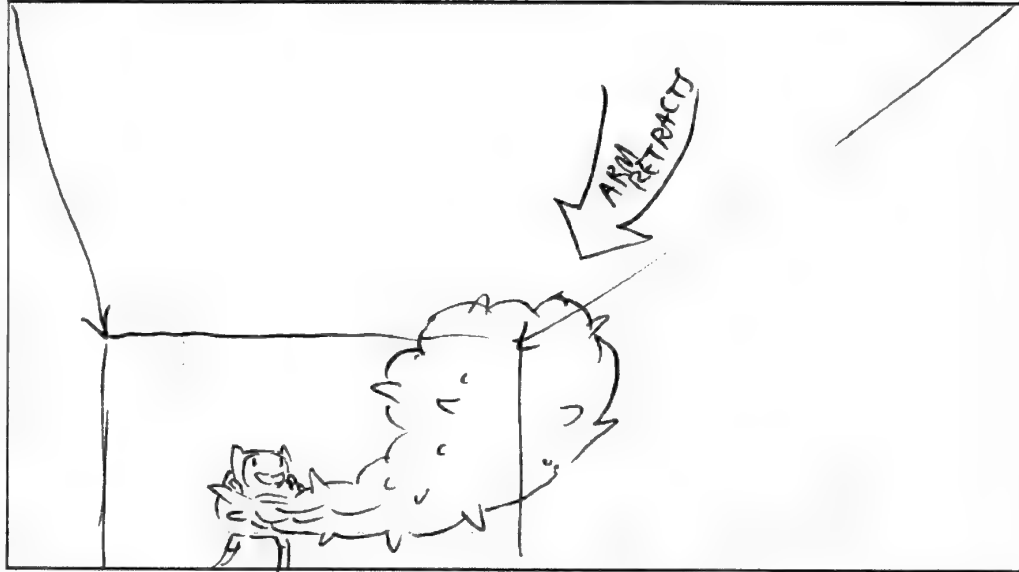
Production :

# ADVENTURE TIME

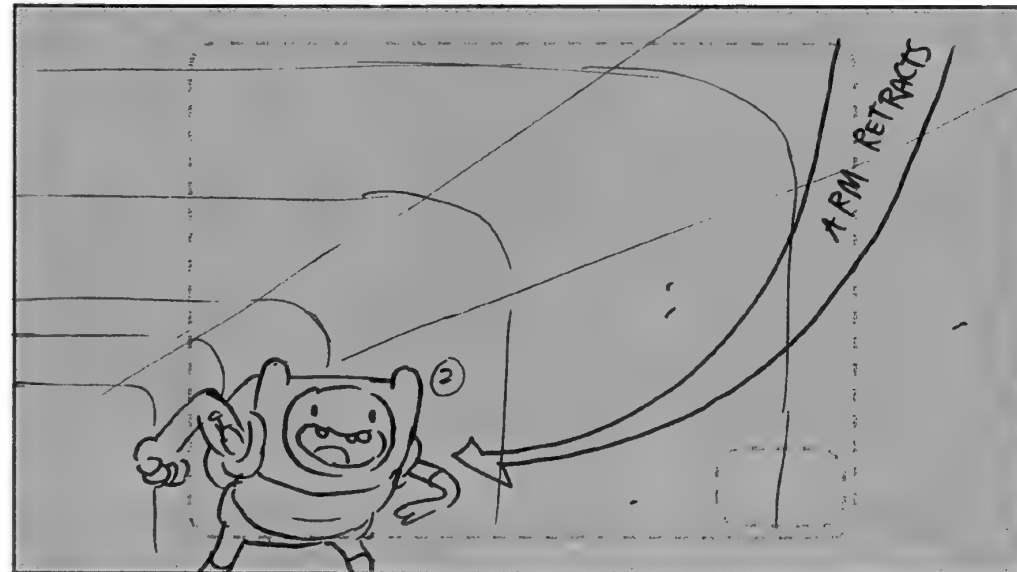


Page 220

Sc. 144 Pnl. E Bg. day night



Sc. 144 Pnl. F Bg. day night



Dialog:

(F:) Haha!

Action:

- Arm retracts very fast
- screen trucks to track arm
- spikes + bubbles recede as arm retracts

Arm fully retracts, then Finn laughs

Timing:

EPISODE #

1025-168

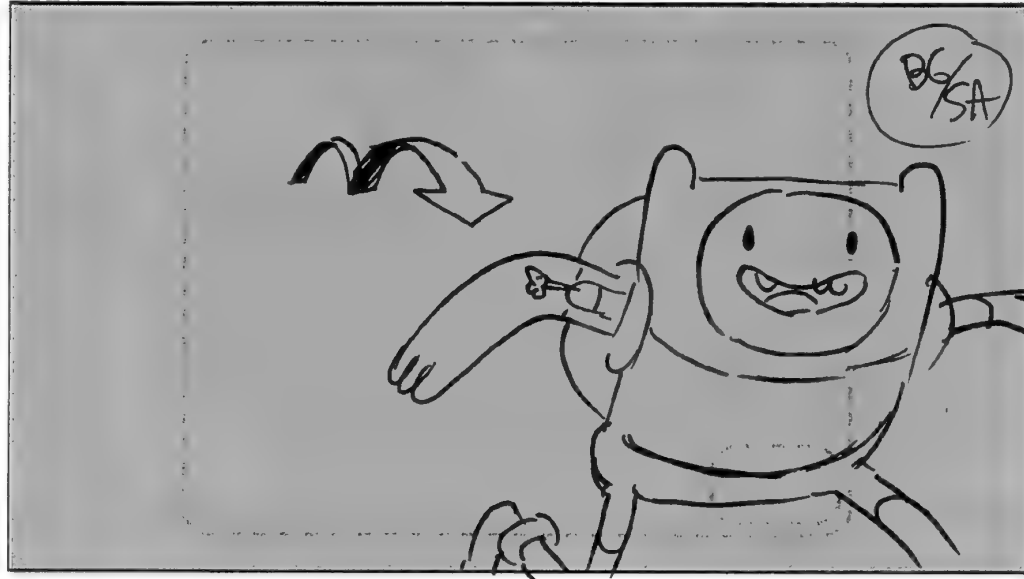
Production :

# ADVENTURE TIME

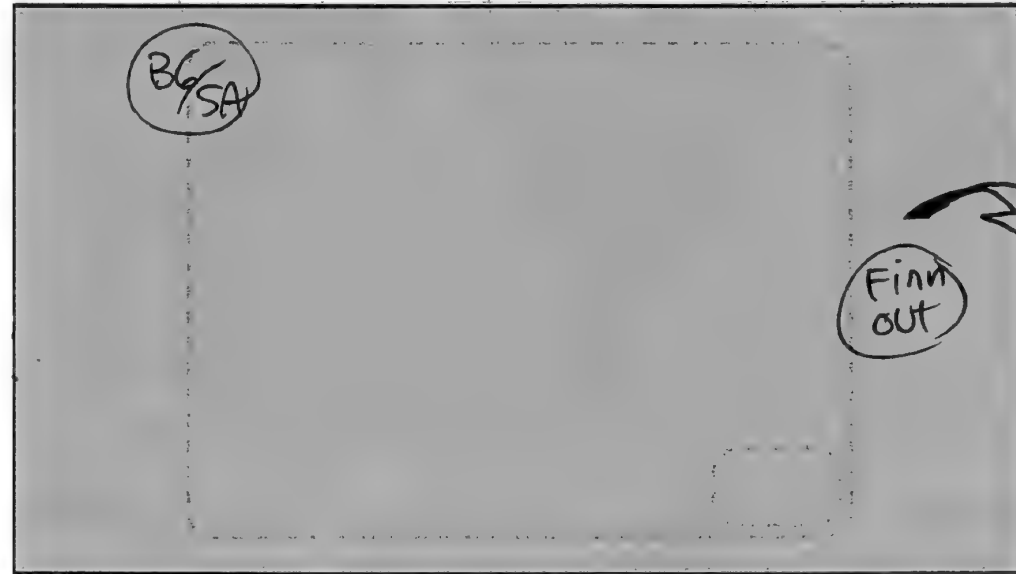


Page 221

Sc. 144 Pnl. G Bg. day night



Sc. 144 Pnl. H Bg. day night



Dialog:

(F:) heh heh heh !

Action:

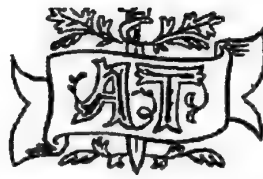
Timing:

EPISODE #

Production :

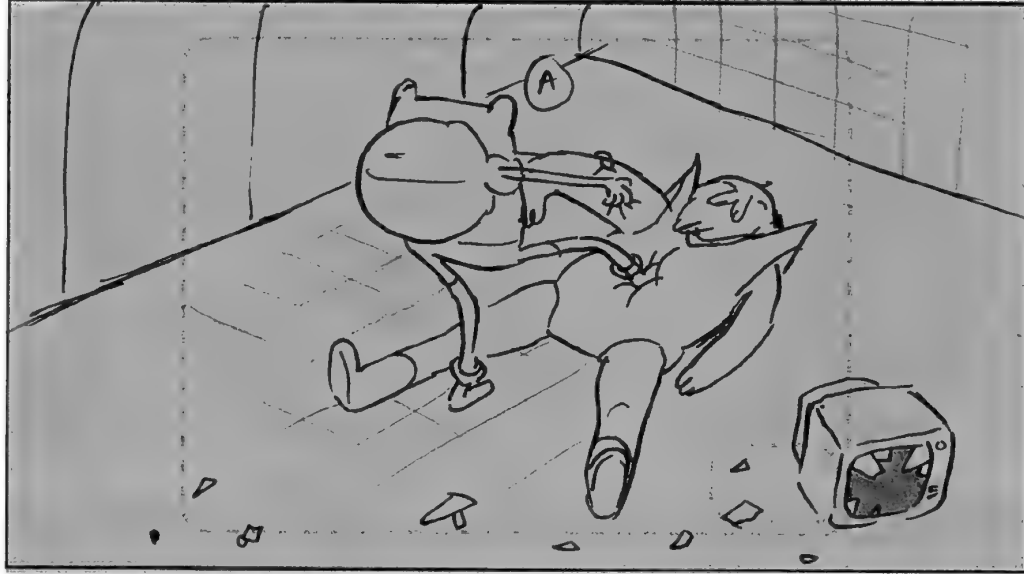
1025-168

# ADVENTURE TIME

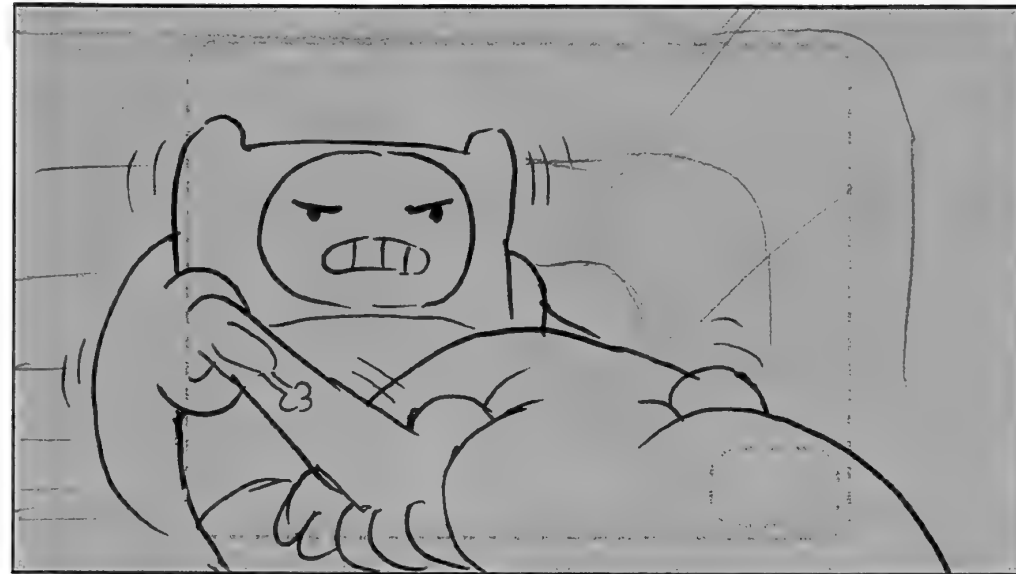


Page 222

Sc. 145 Pnl. A Bg. day night



Sc. 146 Pnl. A Bg. day night



|         |                                                                    |  |                                            |
|---------|--------------------------------------------------------------------|--|--------------------------------------------|
| Dialog: | <p>DAD: * moaning *</p> <p>FINN: gir-giuvit - gimme-rrr-give →</p> |  | <p>(F) → gimme-give -</p>                  |
| Action: | <p>A B A B C D B</p> <p>(B) (C) (D)</p>                            |  | <p>- Finn tries to pull Dad's arm off.</p> |
| Timing: |                                                                    |  |                                            |

EPISODE #

1025-168

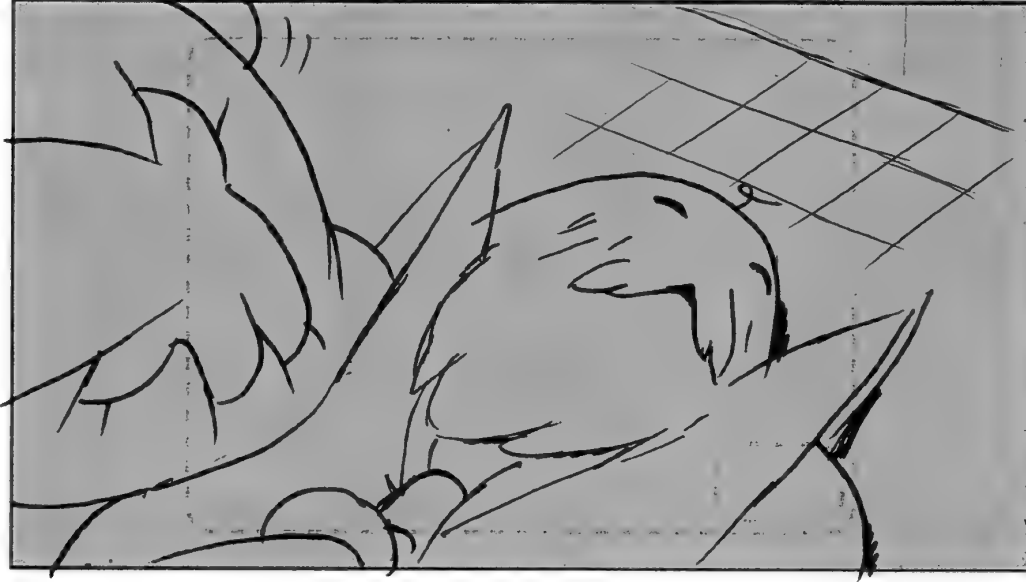
Production :

# ADVENTURE TIME

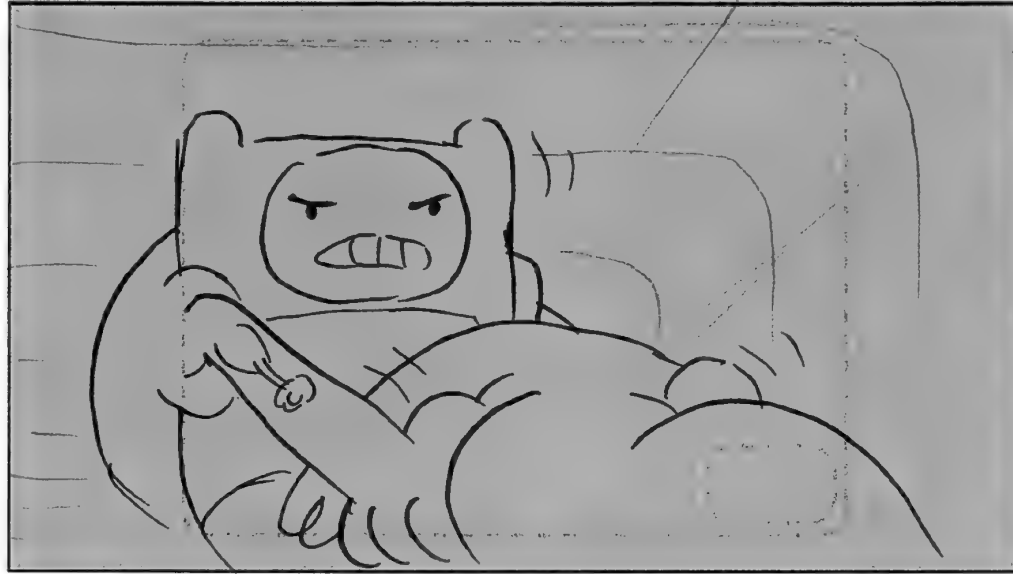


Page 223

Sc. 147 Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:

(F) → givvut - giv - rr -

(DAD) \* groan \*

(F) → RRRR ...

(DAD:) \* moan \* oh.. oh no.. oh...  
m- my favorite, →

Action:

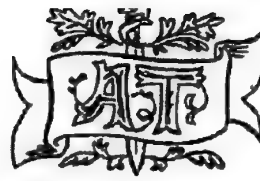
Timing:

EPISODE #

1025-168

Production :

# ADVENTURE TIME

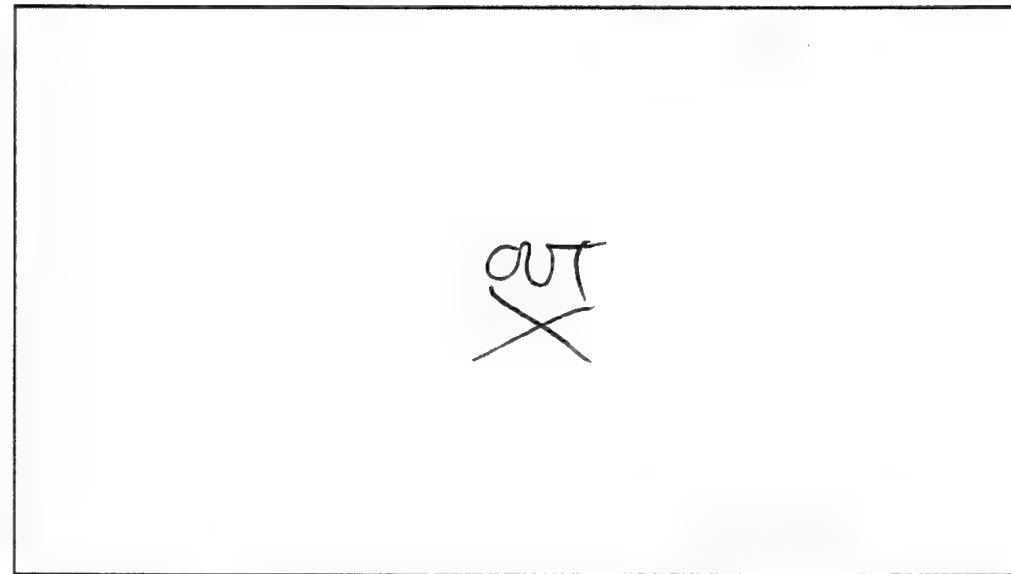


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Sc. 149 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



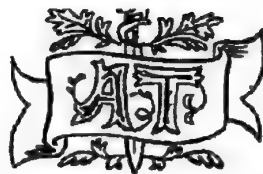
|         |                                            |
|---------|--------------------------------------------|
| Dialog: | (DAD) → my favorite arm<br>* cough cough * |
| Action: |                                            |
| Timing: |                                            |

EPISODE #

1025-168

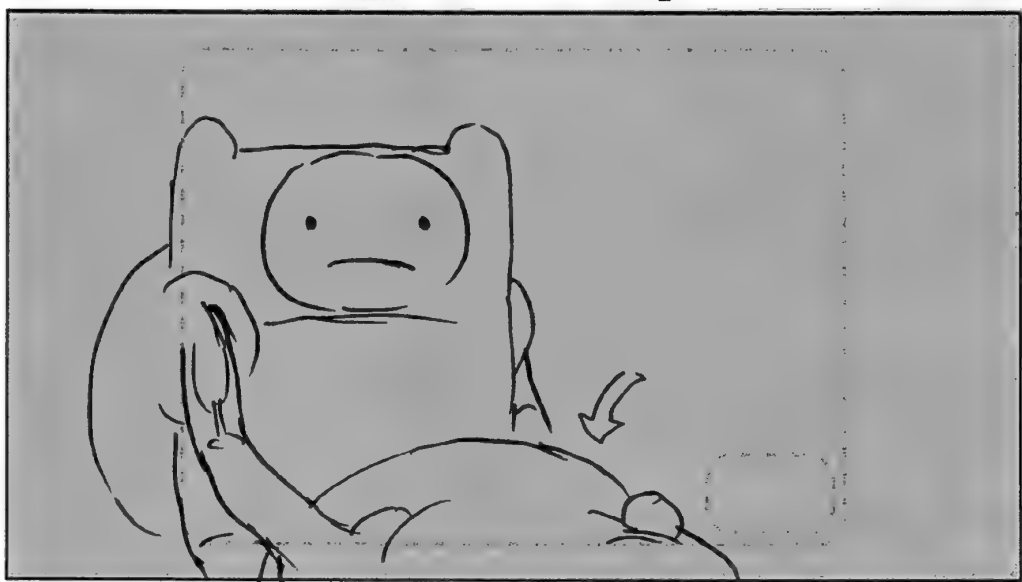
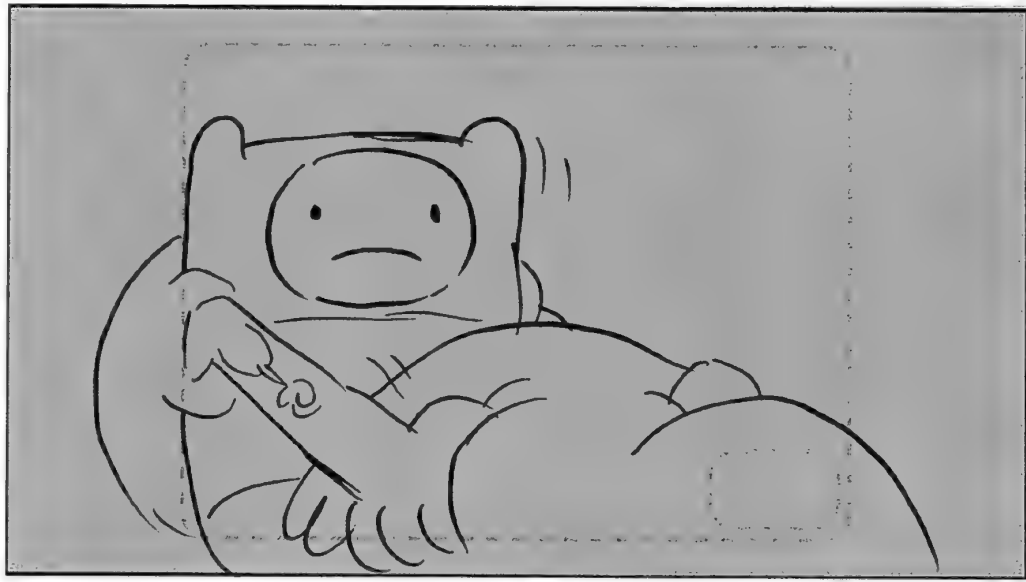
Production :

ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night

Sc. 150 Pnl. B Bg. day night



Dialog: (DAD) (GS) → \* coughing \* - BEAT -

Action:

Timing:

EPISODE #

1025-168

Production :

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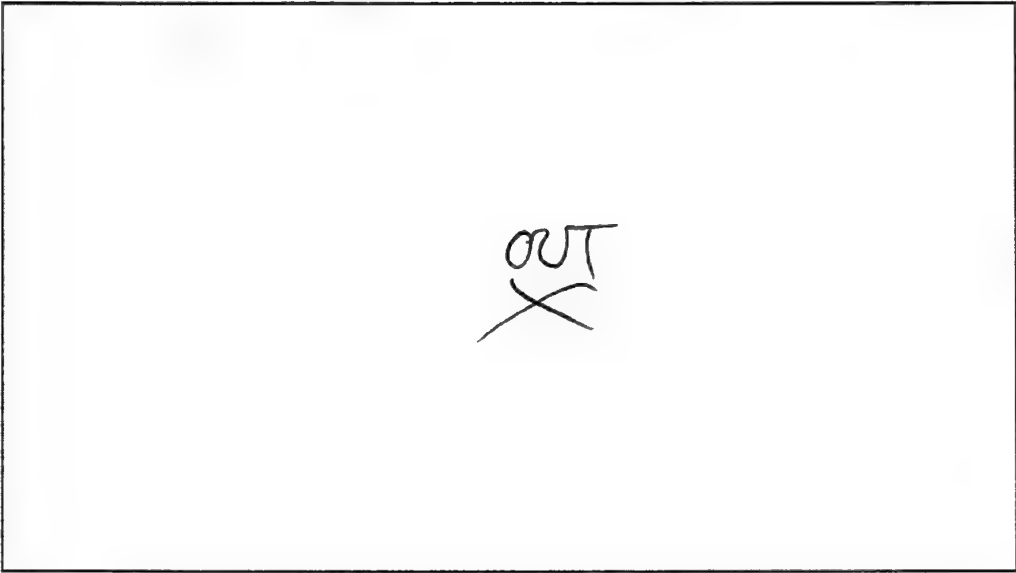
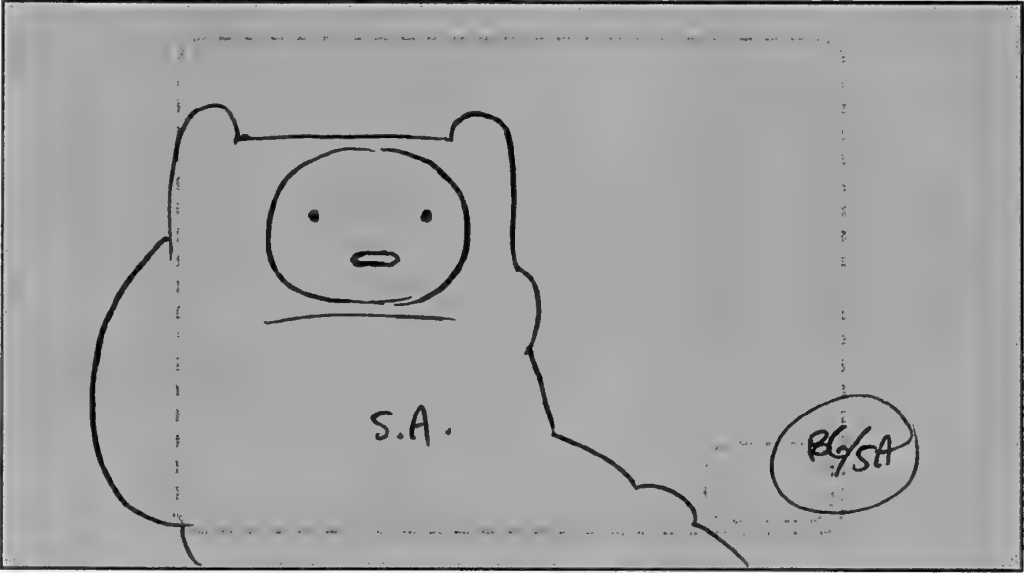
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ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night

Sc. Pnl. Bg. day night



|         |                |
|---------|----------------|
| Dialog: | FINN: * sigh * |
| Action: |                |
| Timing: |                |

EPISODE #

1025-168

Production :



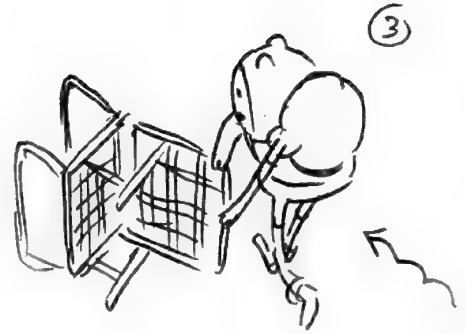
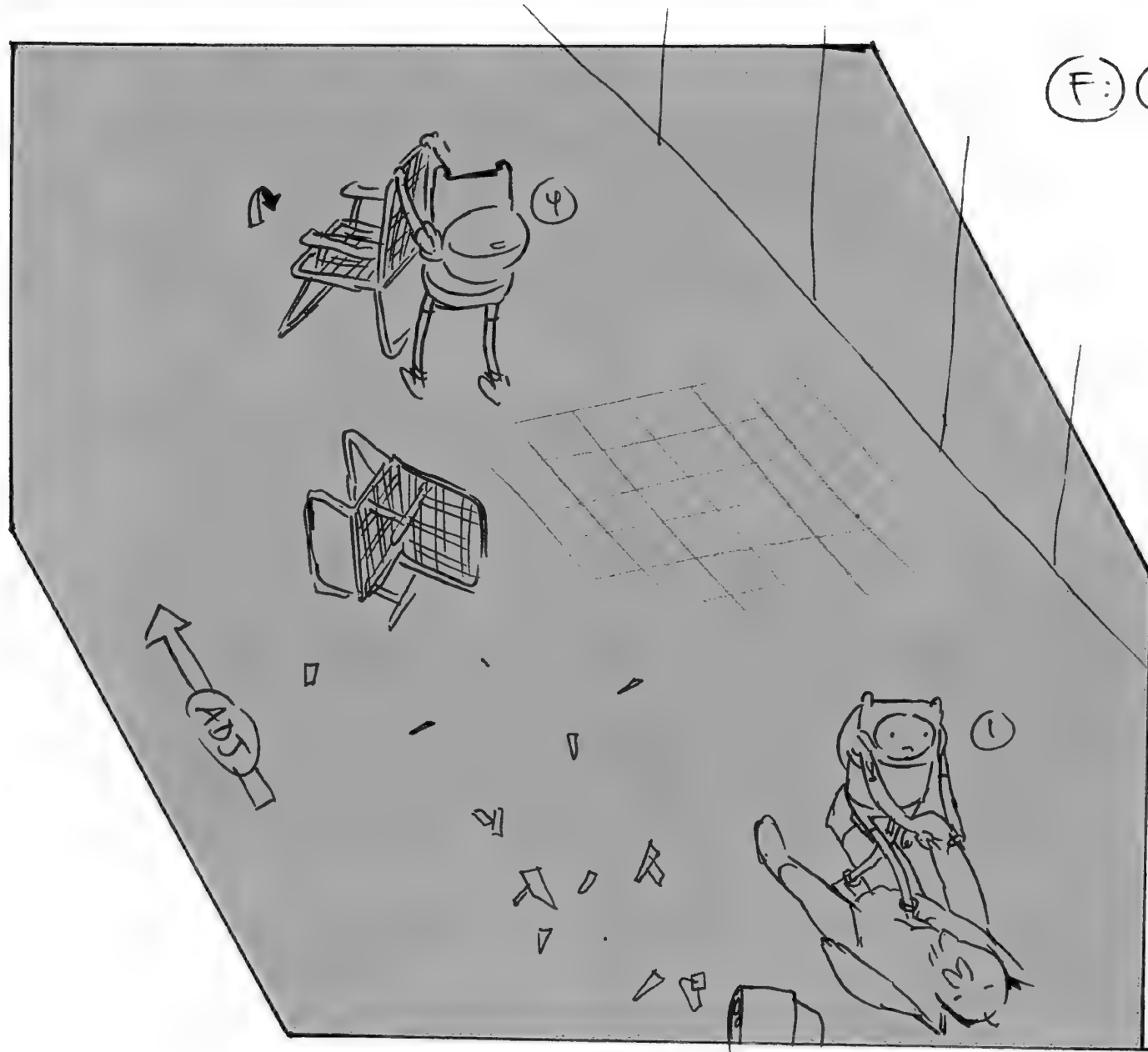
ps. 227  
sc. 151  
pri. A

[illegible]

SC. 151

prl. A

1025-168



ADVENTURE TIME



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Sc. 152 Pnl. A Bg. day night

Sc. 152 Pnl. B Bg. day night



|         |            |                                                   |
|---------|------------|---------------------------------------------------|
| Dialog: | (F:) buts. | PRINCESS BUBBLEGUM (OS:) Didn't help much did it? |
| Action: |            |                                                   |
| Timing: |            |                                                   |

EPISODE #

Production :

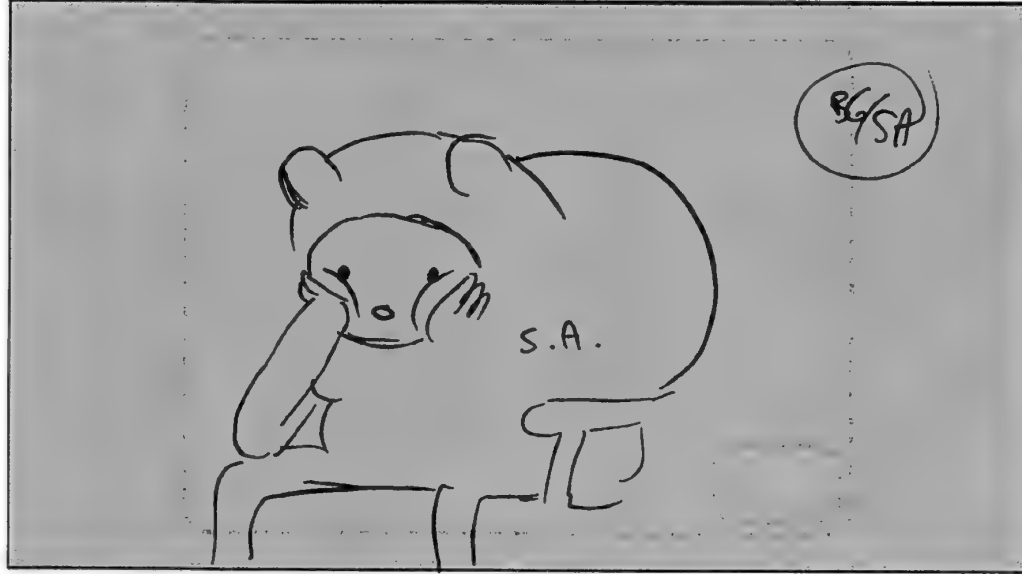
1025-168

# ADVENTURE TIME

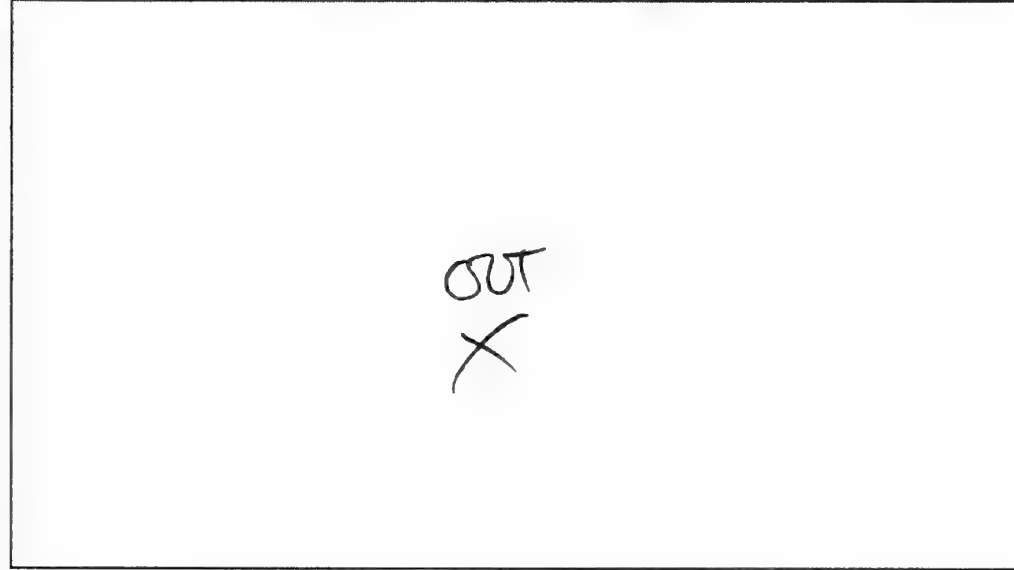


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Sc. 152 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) no.

Action:

Timing:

EPISODE #

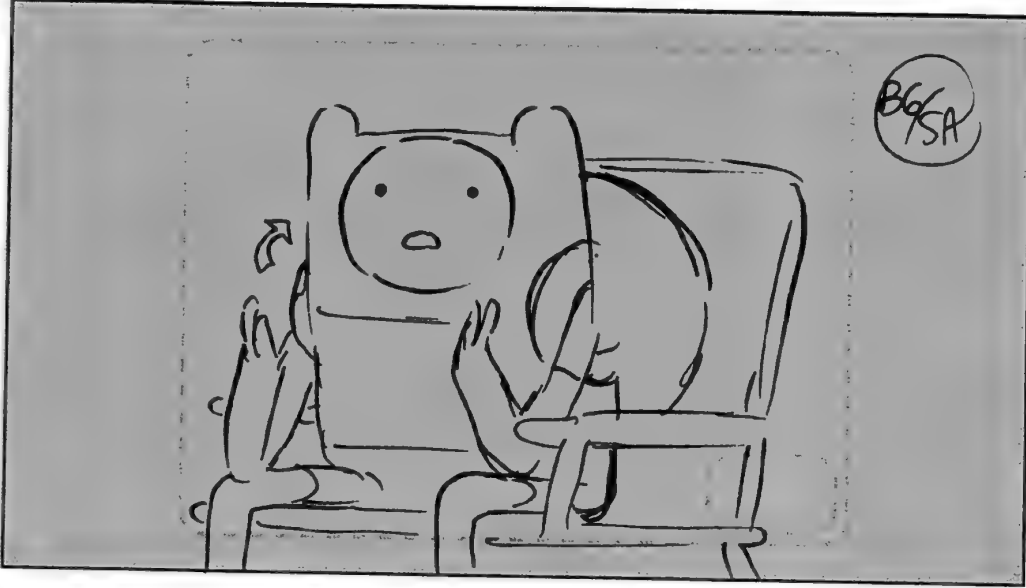
Production :

1025-168

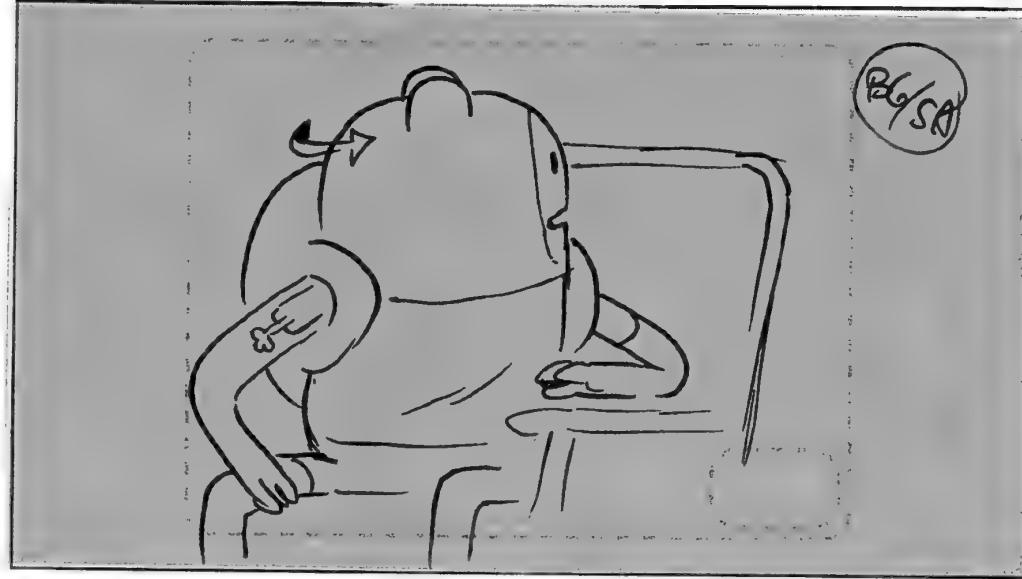
ADVENTURE TIME



Sc. 152 Pnl. D Bg. day night



Sc. 152 Pnl. E Bg. day night



|         |                                |
|---------|--------------------------------|
| Dialog: | (F:) wait -      →      what ? |
| Action: |                                |
| Timing: |                                |

Production : EPISODE #

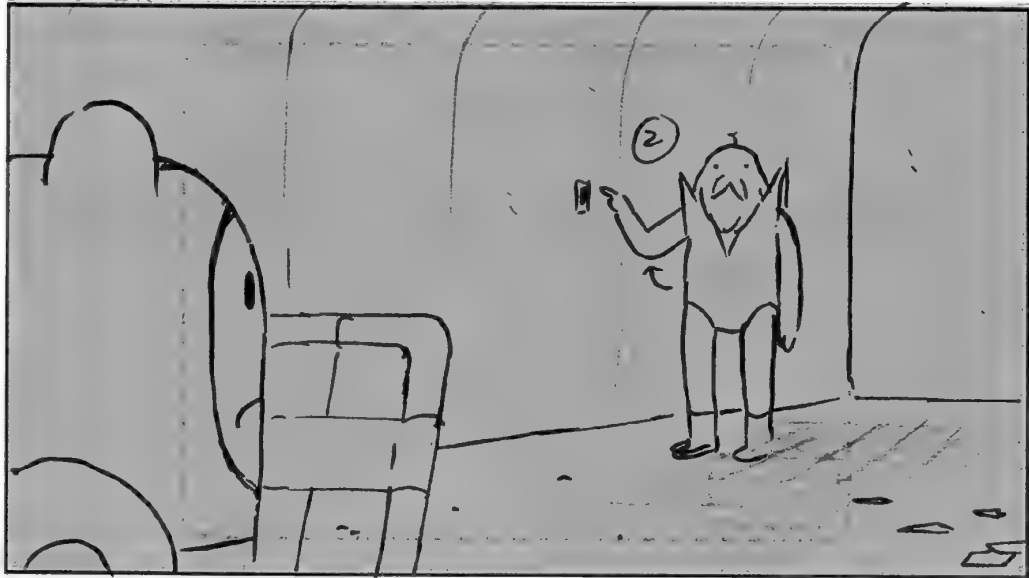
1025-168

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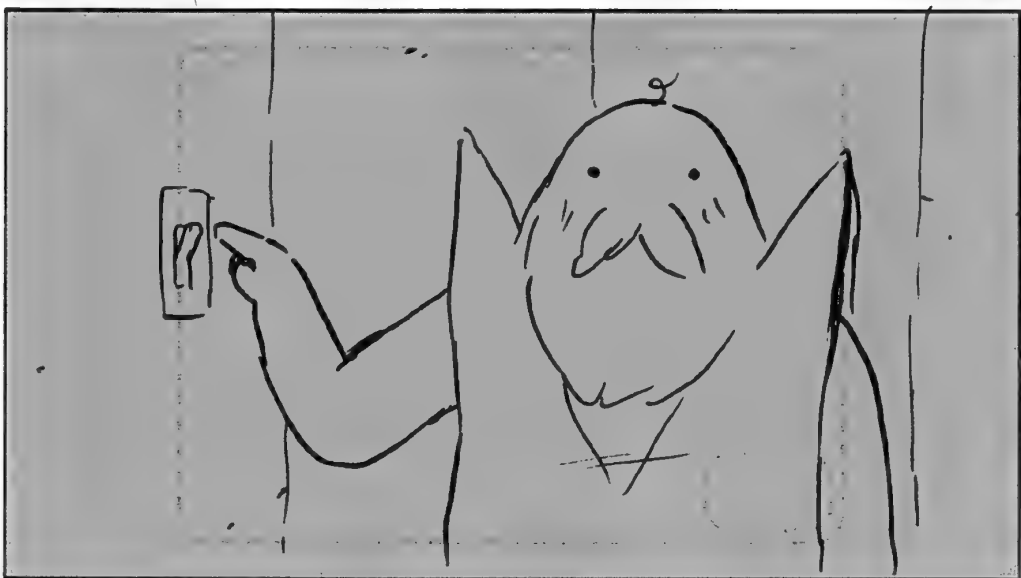
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



|         |  |
|---------|--|
| Dialog: |  |
| Action: |  |
| Timing: |  |

EPISODE #

1025-168

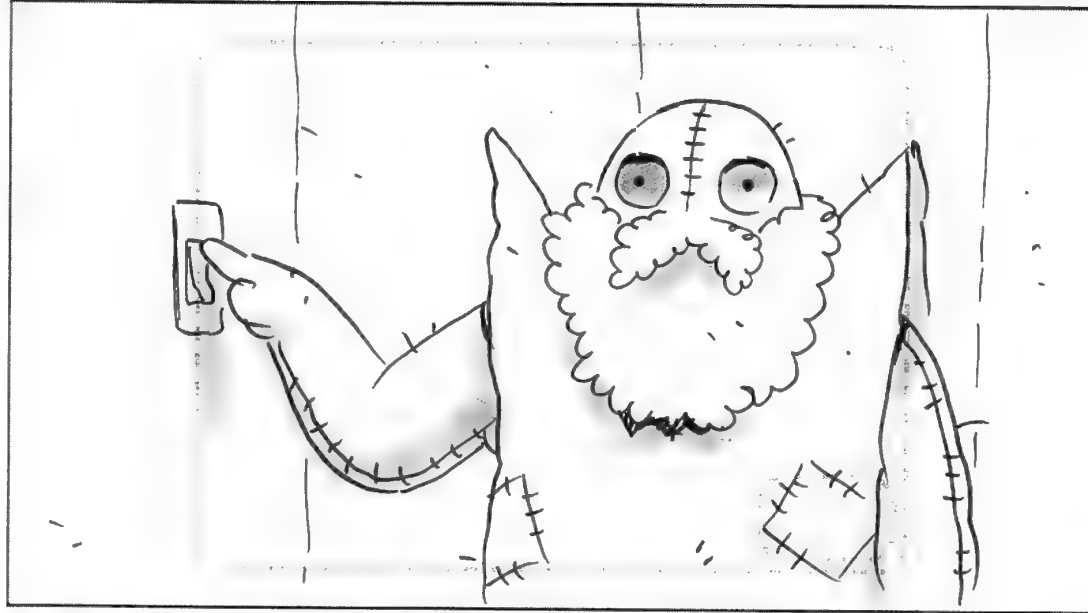
Production :

# ADVENTURE TIME

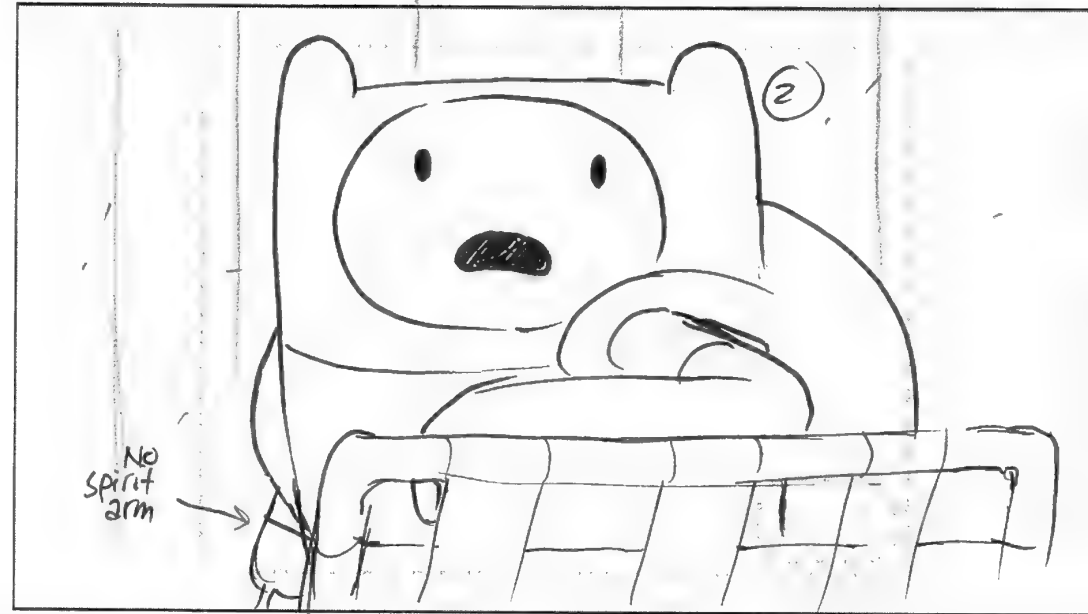


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Sc. 154 Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:

SFX: click

(PB:) Bong bong! (no mouth movement)

Action:

- slowly opens mouth in amazement.

Timing:

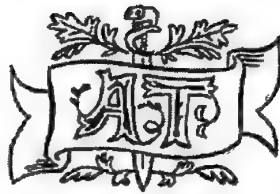


1025-168

EPISODE #

Production :

# ADVENTURE TIME

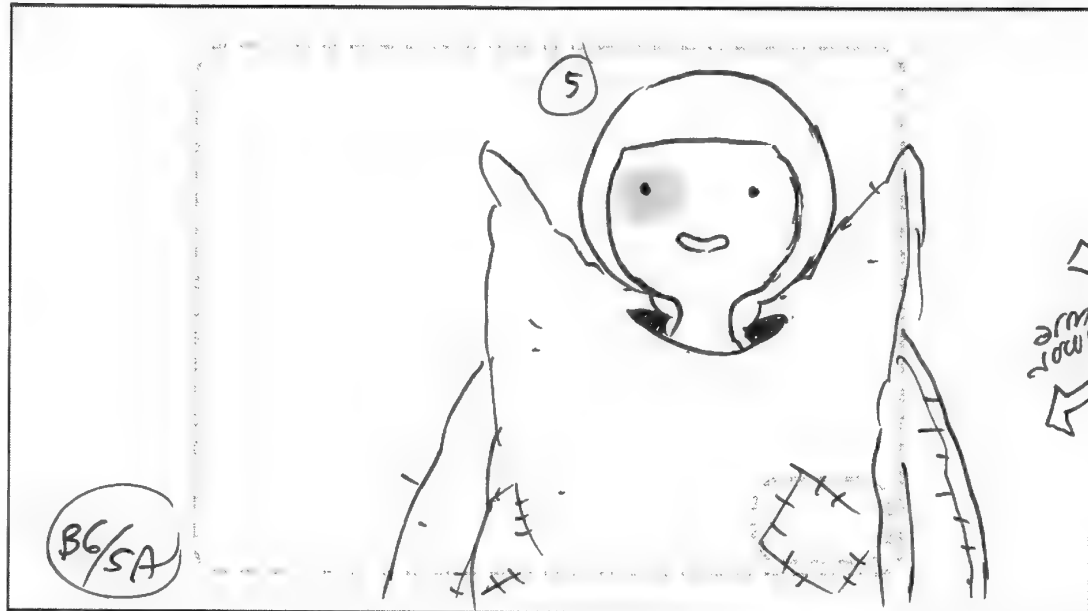


Page 233

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(PB) Sorry buddy.

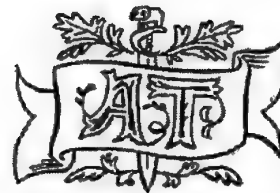


Production :

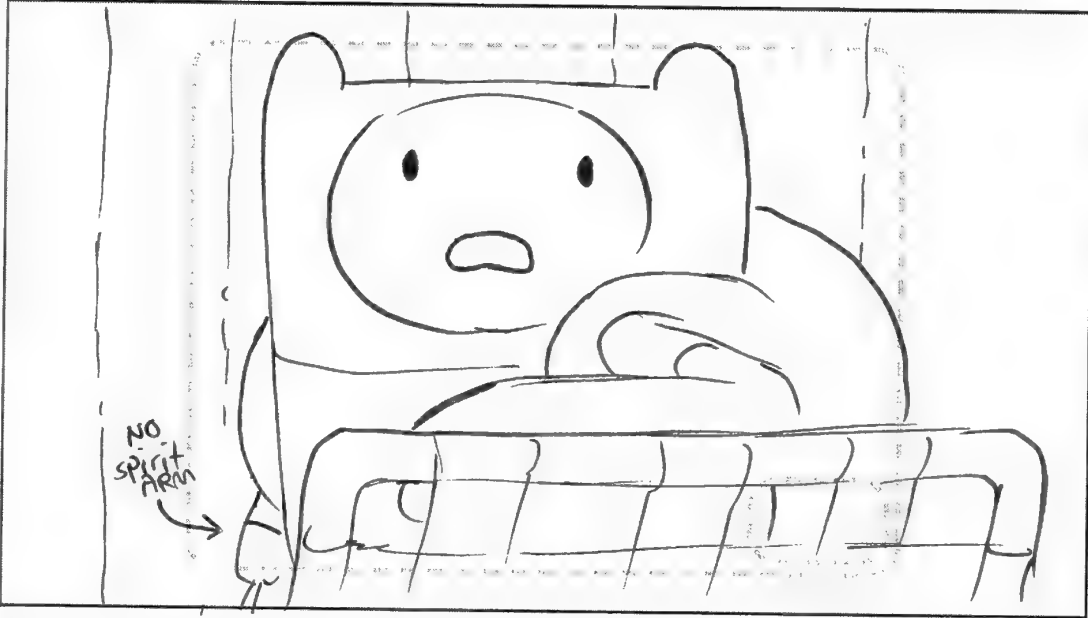
EPISODE #

1025-168

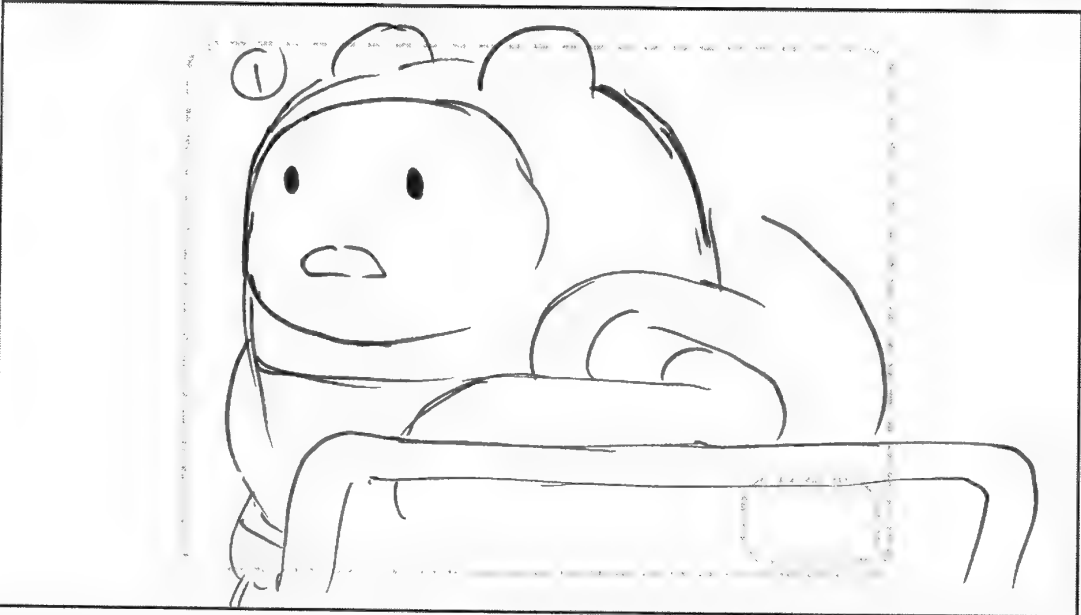
# ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



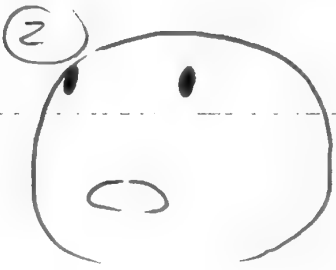
Sc. 157 Pnl. B Bg. day night



Dialog: (F:) PB? (F) ① wait - ② Where am I?

Action:

Timing:



1025-168  
EPISODE #

Production

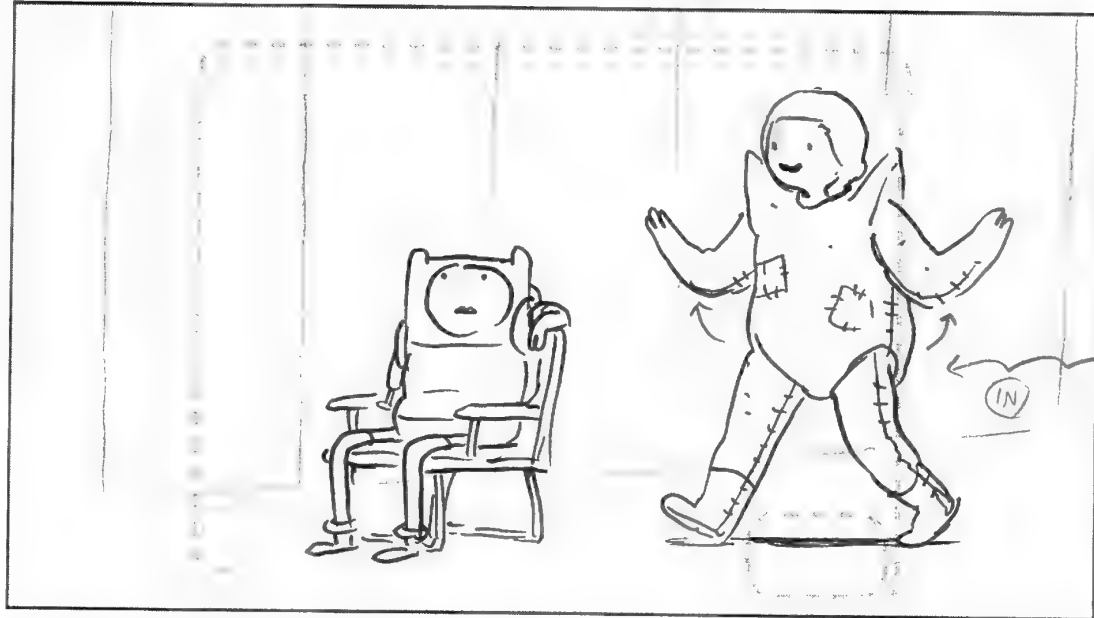


# ADVENTURE TIME

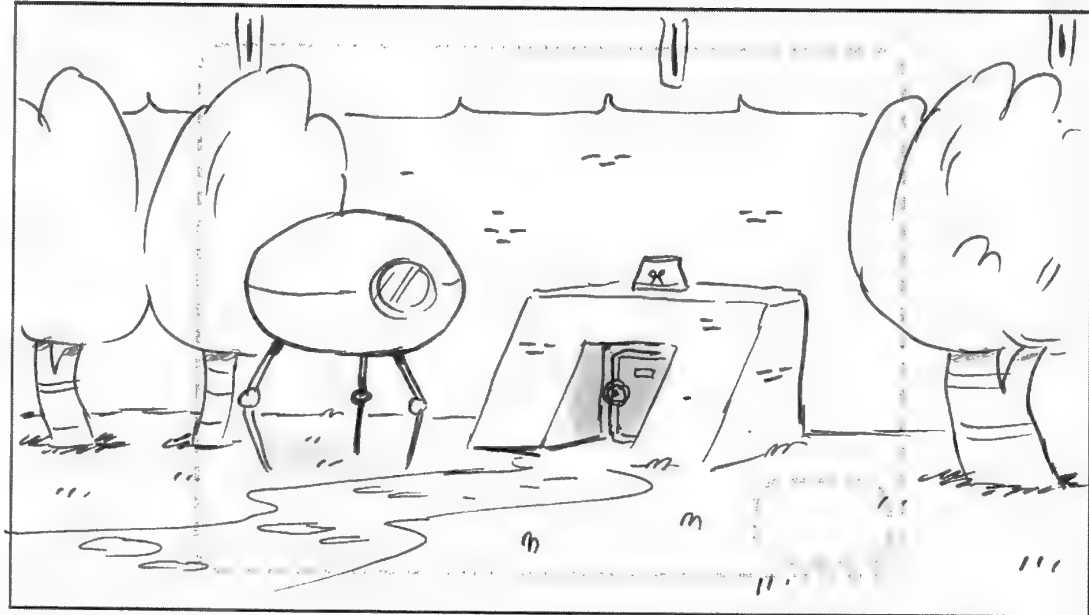


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Sc. 158 Pnl. A Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog:

(P) we're in the Candy Kingdom fallout Shelter.

Action:

Timing:



(PB) (OS) I brought you here after you passed out on the tower.

EPISODE #

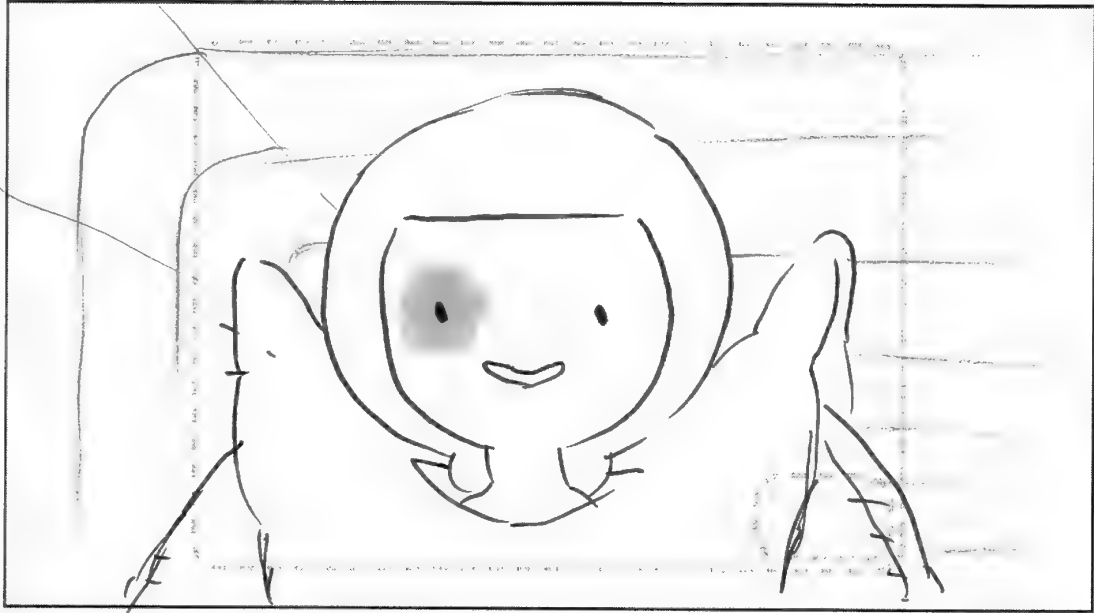
1025-168

Production :

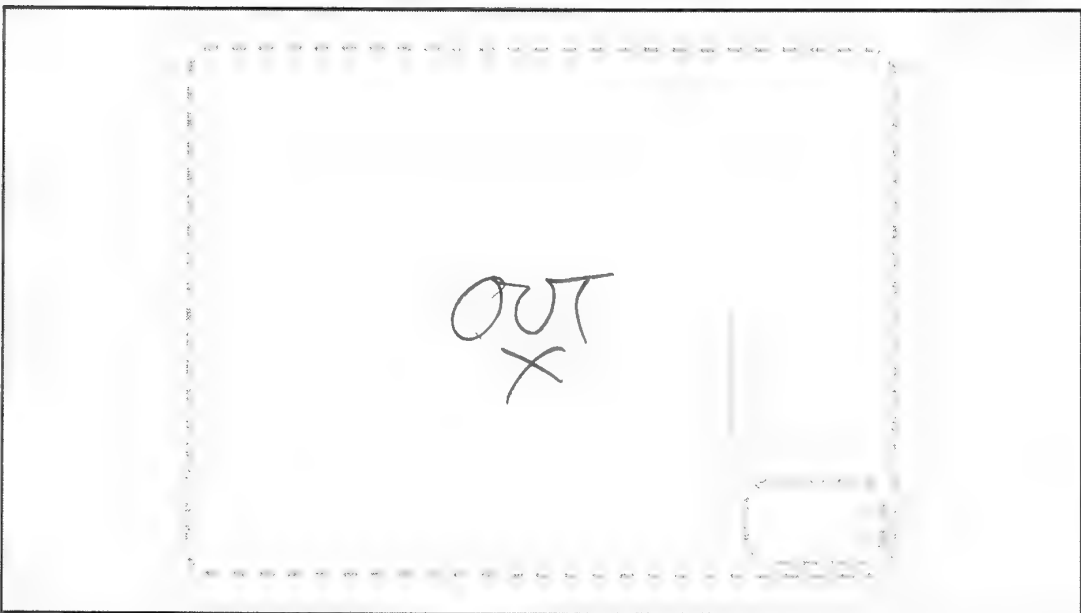
ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: PB You were hallucinating like crazy, so it was really easy to trick you.

Action:

Timing:

EPISODE #

1025-168

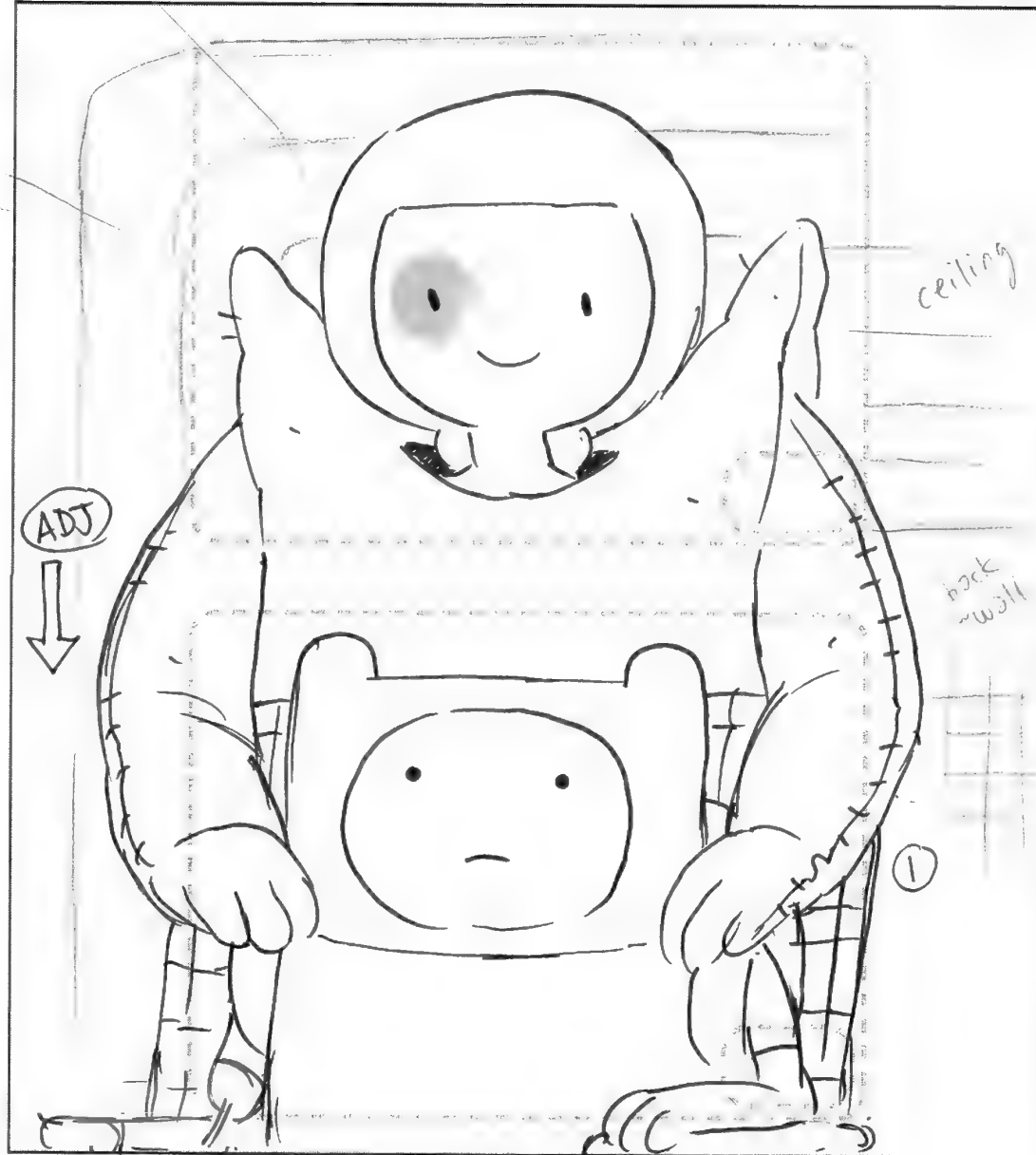
Production :

# ADVENTURE TIME



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Sc. 160 Pnl. B Bg. day night



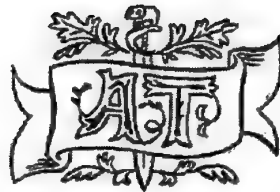
|         |                                                                                                                   |
|---------|-------------------------------------------------------------------------------------------------------------------|
| Dialog: | <u>PB</u> <u>OS</u> Sorry about that. <sup>2</sup> I figured you'd think me later, after you learned your lesson. |
| Action: | <sup>1</sup> Adjust to Finn<br><sup>2</sup> PB continues speaking                                                 |
| Timing: |                                                                                                                   |

Production :

EPISODE #

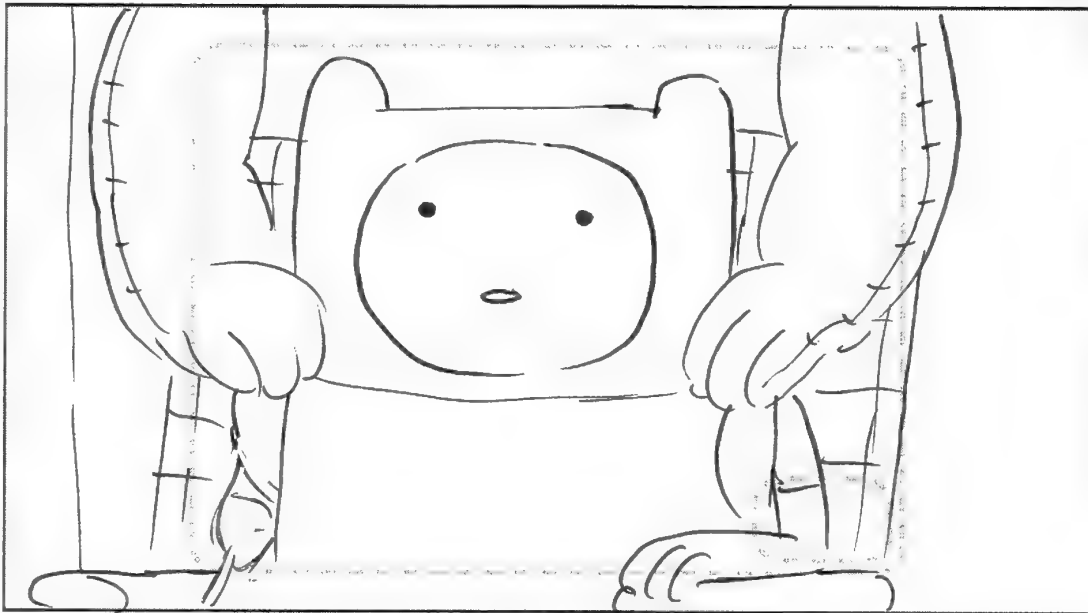
1025-168

# ADVENTURE TIME

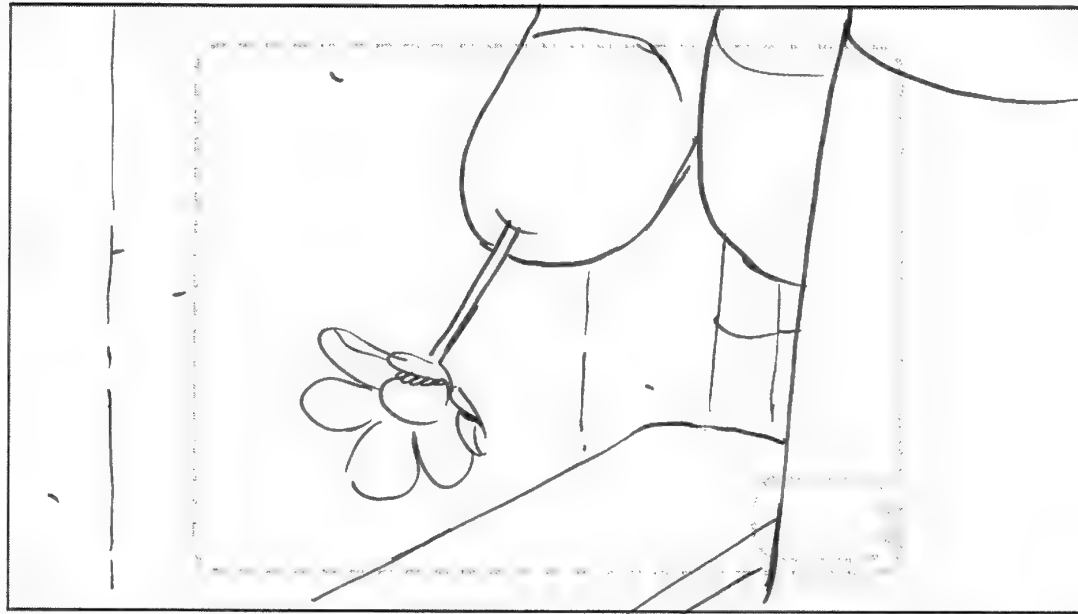


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Sc. 160 Pnl. C Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:

(F:) right, right...

(PB) (OS) and look, the arm  
is gone too.

Action:

Timing:

EPISODE #

1025-168

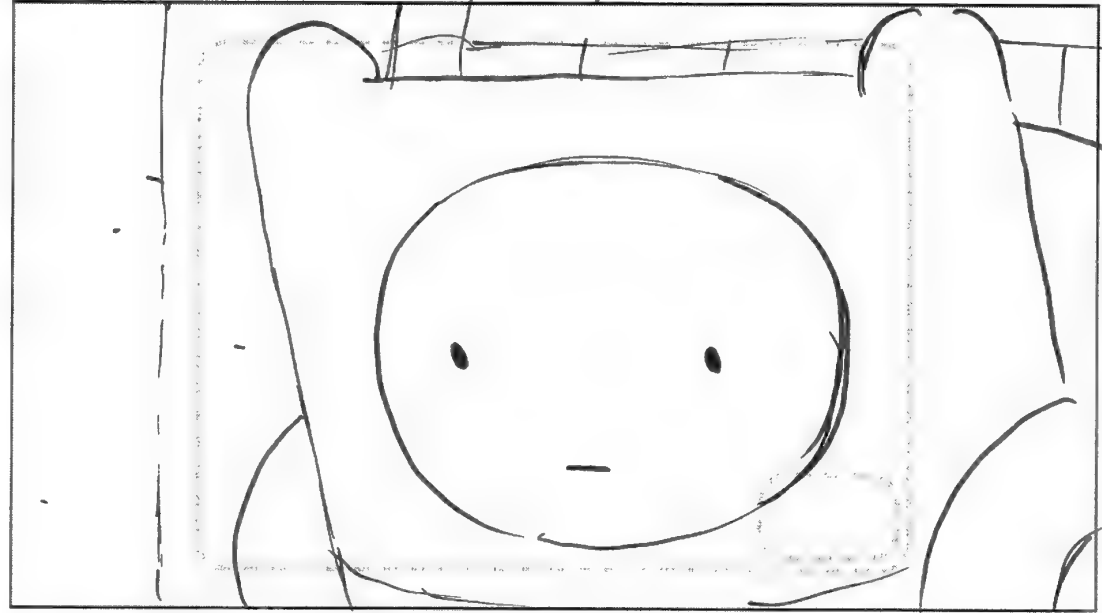
Production :

# ADVENTURE TIME

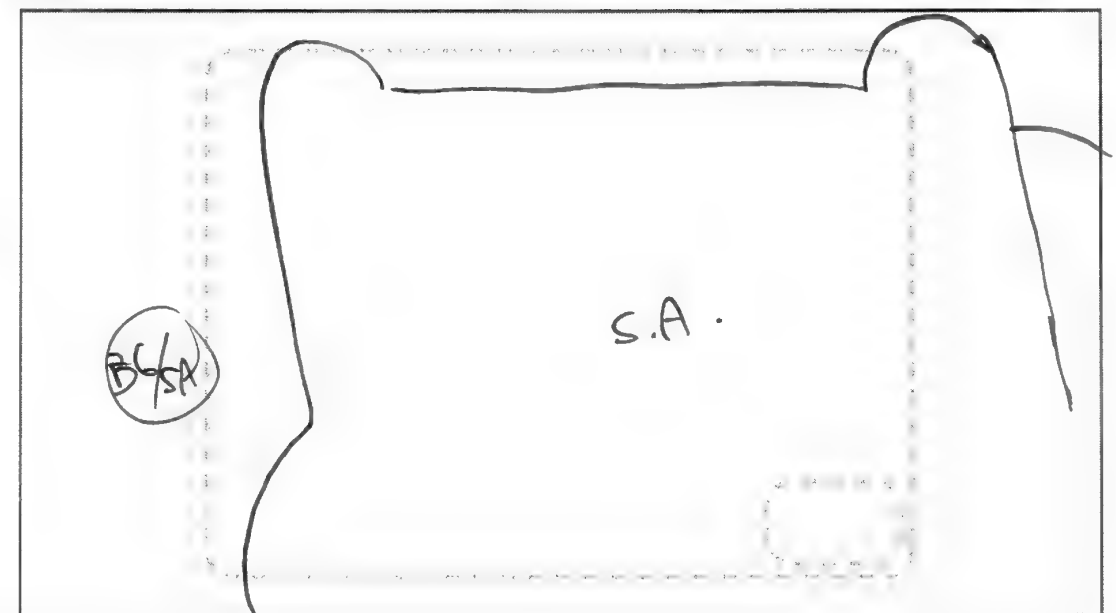


Page 239

Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



|         |                                         |
|---------|-----------------------------------------|
| Dialog: | <p><u>PB: OS</u> see?</p> <p>-BEAT-</p> |
| Action: |                                         |
| Timing: |                                         |

EPISODE #

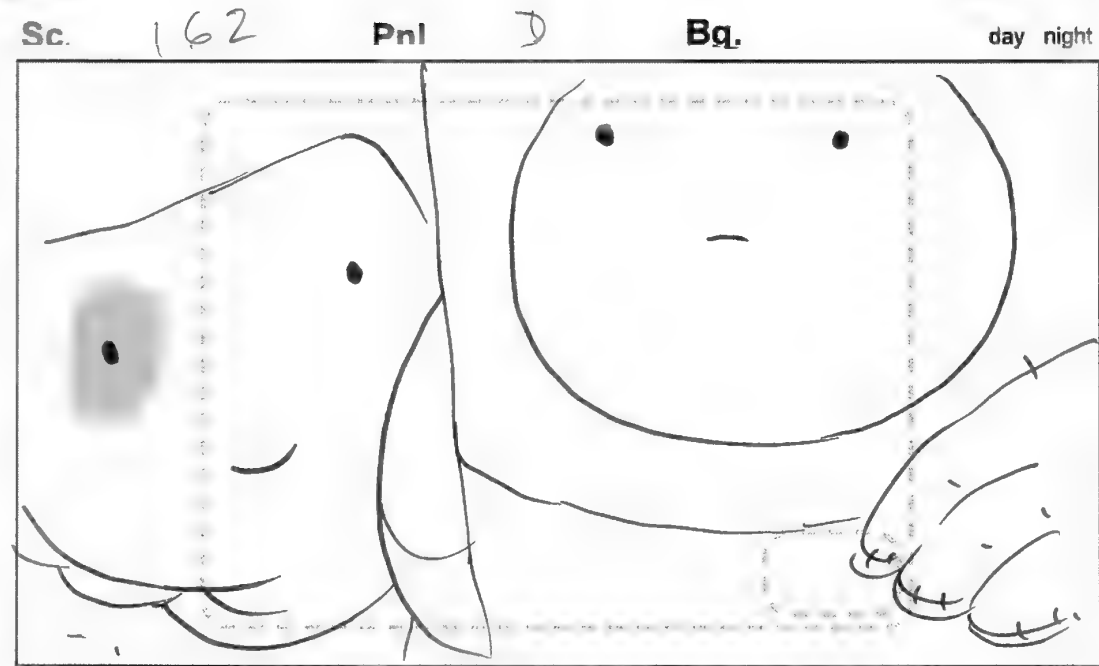
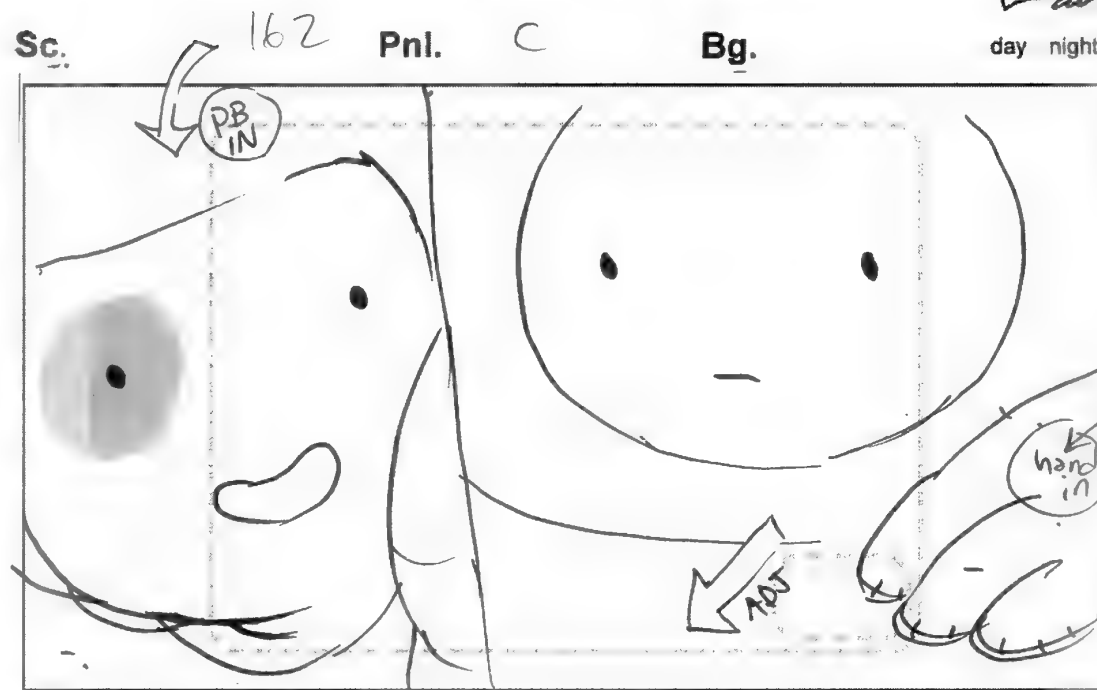
Production :

1025-168

# ADVENTURE TIME



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Dialog:

(PB) So... whattaya think?

Action:

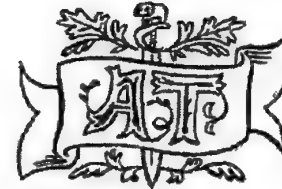
Timing:

EPISODE #

Production :

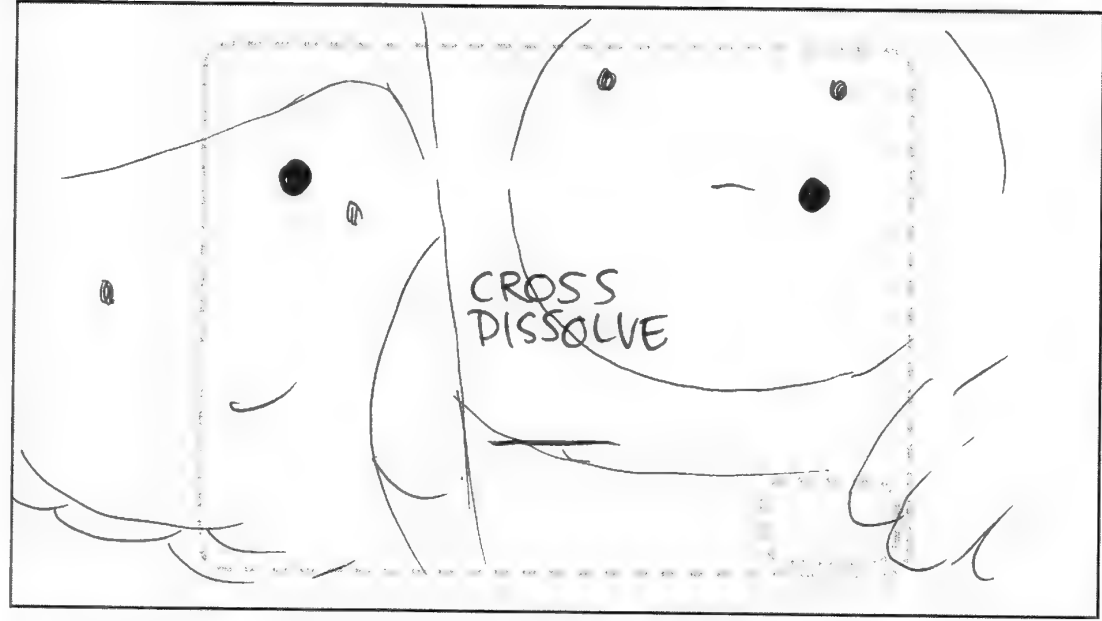
1025-168

# ADVENTURE TIME

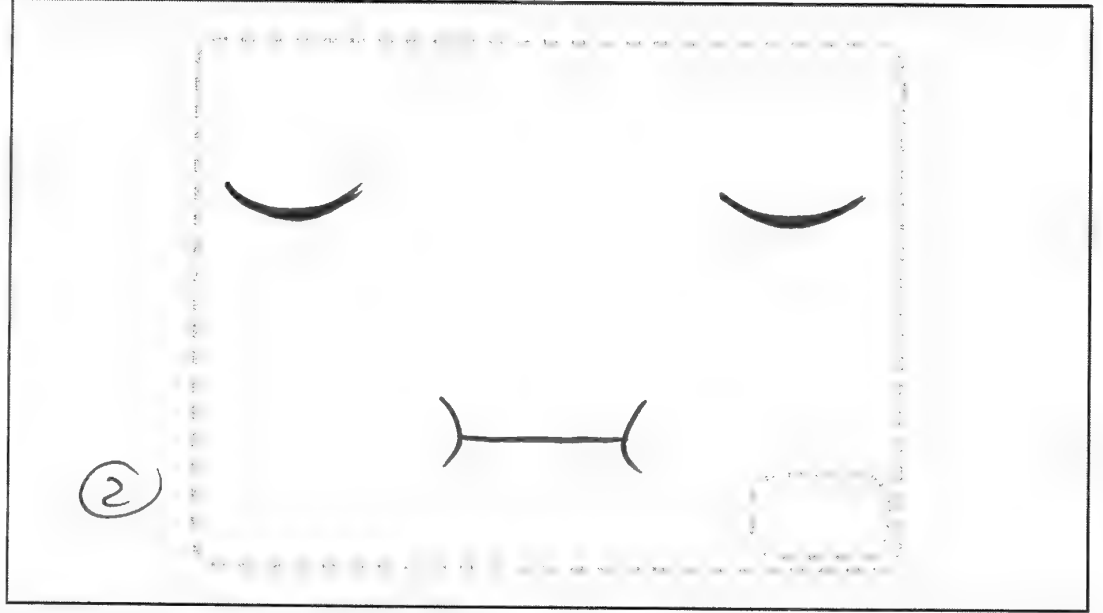


Page 241

Sc. Pnl. Bg. day night



Sc. 163 Pnl. A Bg. day night



|             |
|-------------|
| Dialog:     |
| (F:) mmm... |
| Action:     |
| Timing:     |

EPISODE #

1025-168

Production :

# ADVENTURE TIME



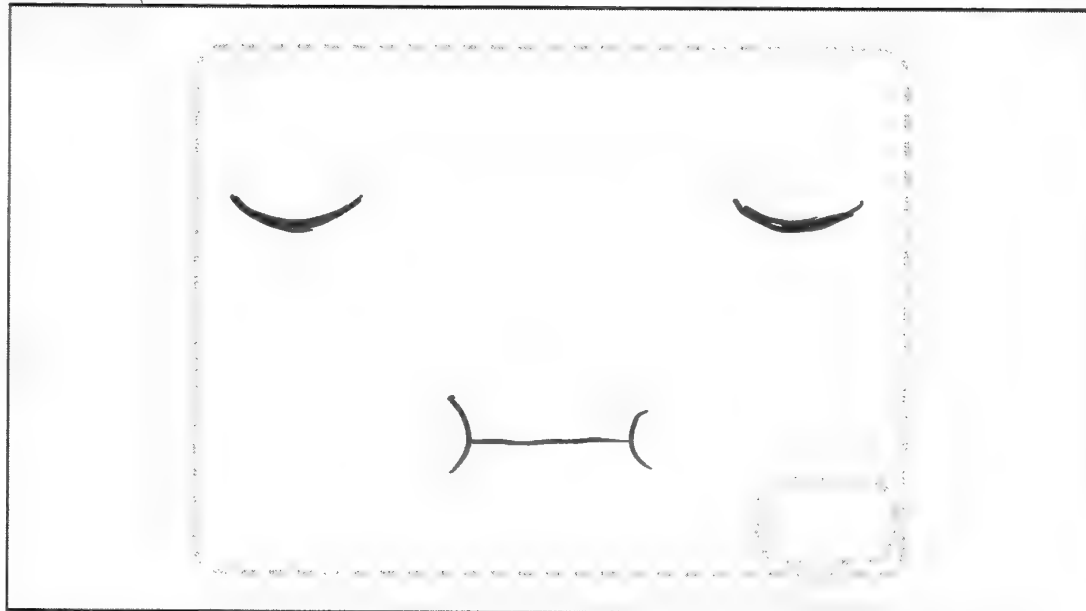
Page 242

Sc. 163

Pnl. B

Bg.

day night

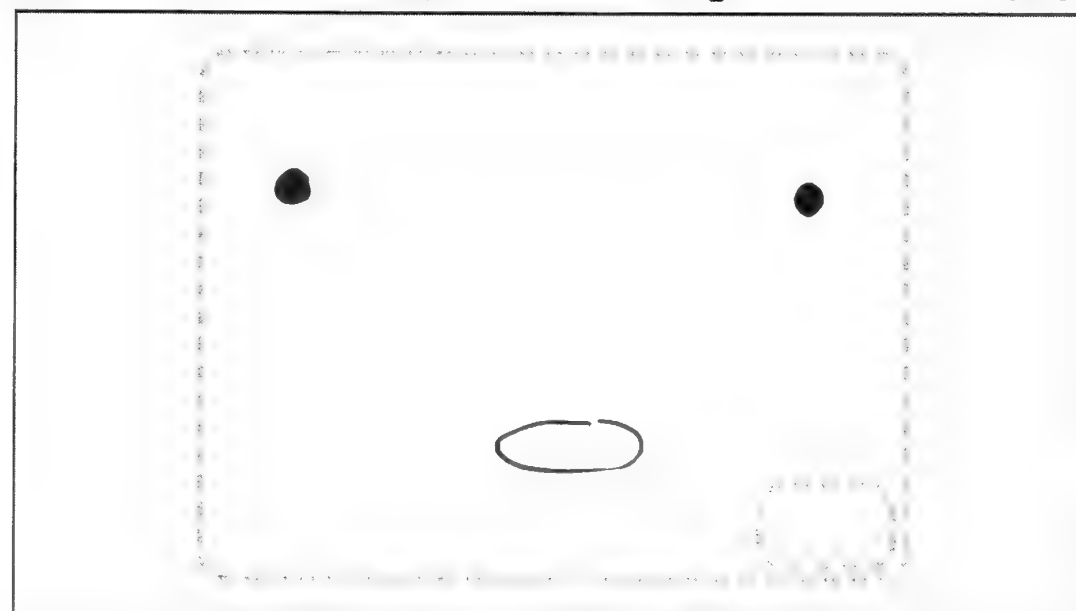


Sc. 163

Pnl. C

Bg.

day night



Dialog:

\* BEAT \*

(F:) yeah okay.

Action:

Timing:

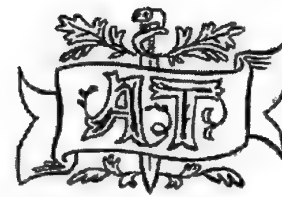
EPISODE #

Production :

1025-168

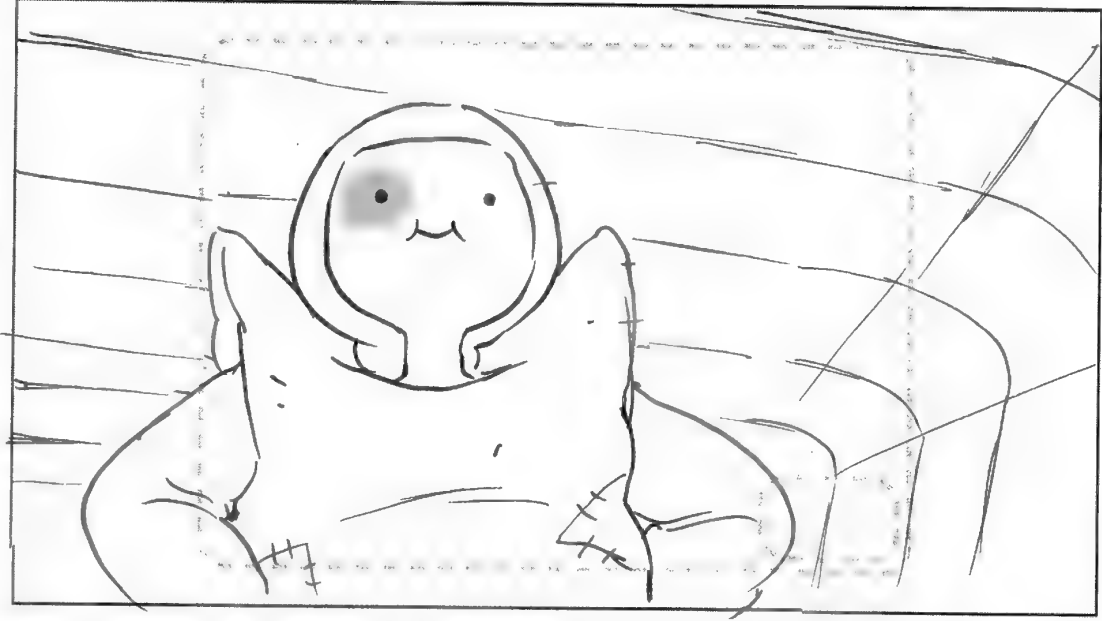


ADVENTURE TIME

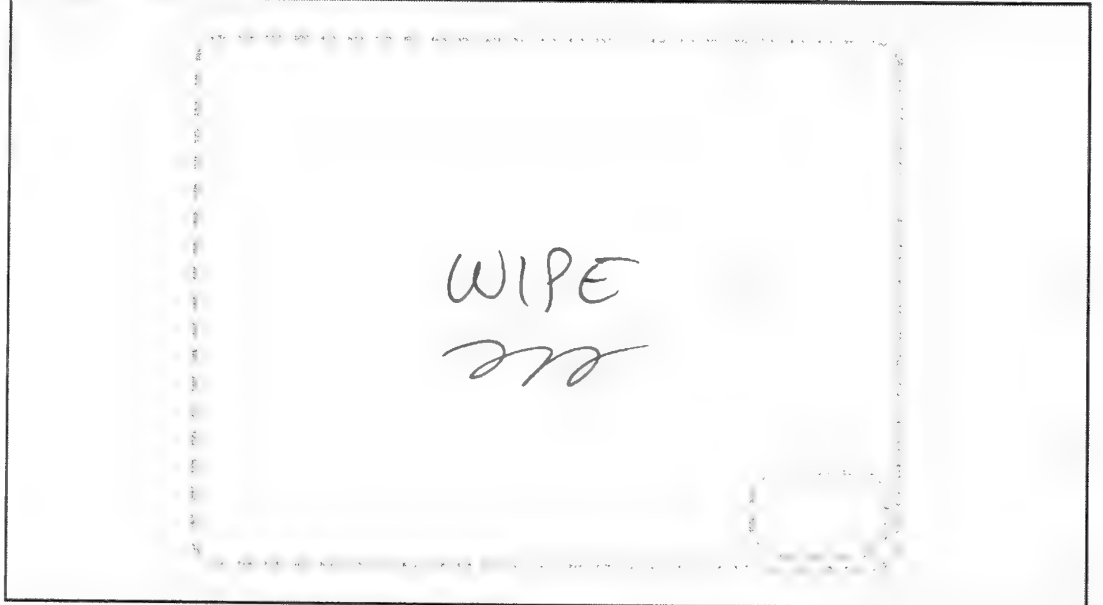


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Sc. 164 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



|                         |
|-------------------------|
| Dialog:                 |
| (F:OS) thanks Princess. |
| Action:                 |
| Timing:                 |

EPISODE #

1025-168

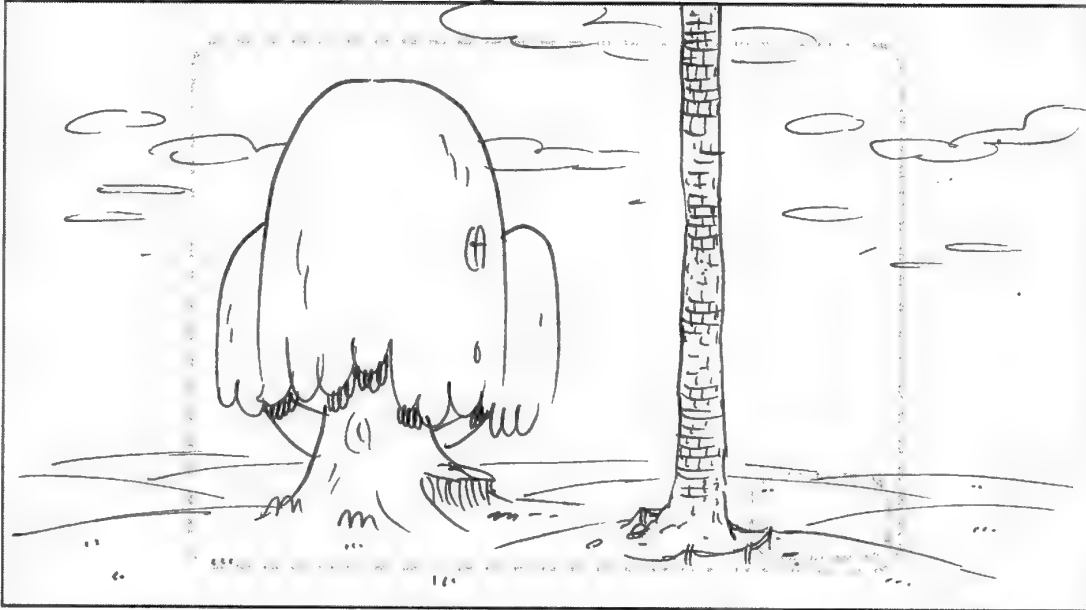
Production :

# ADVENTURE TIME

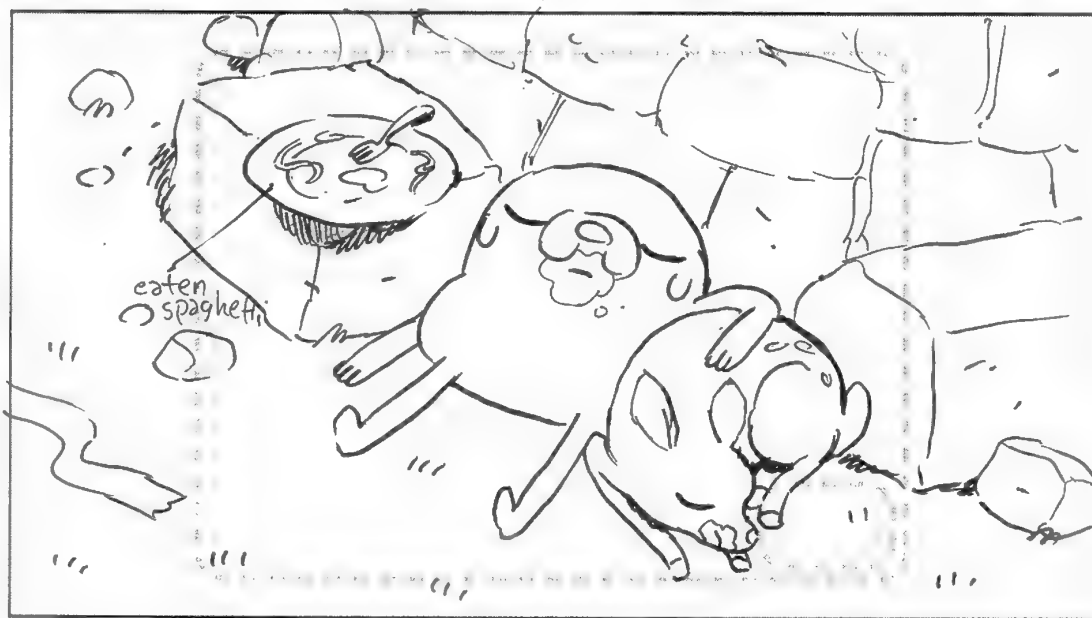


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Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



|         |                                                |                      |
|---------|------------------------------------------------|----------------------|
| Dialog: | <u>(JOS) * snoring *</u>                       | <u>→ * snoring *</u> |
| Action: | <u>Jake + deer have sauce on their mouths.</u> |                      |
| Timing: |                                                |                      |

EPISODE #

1025-168

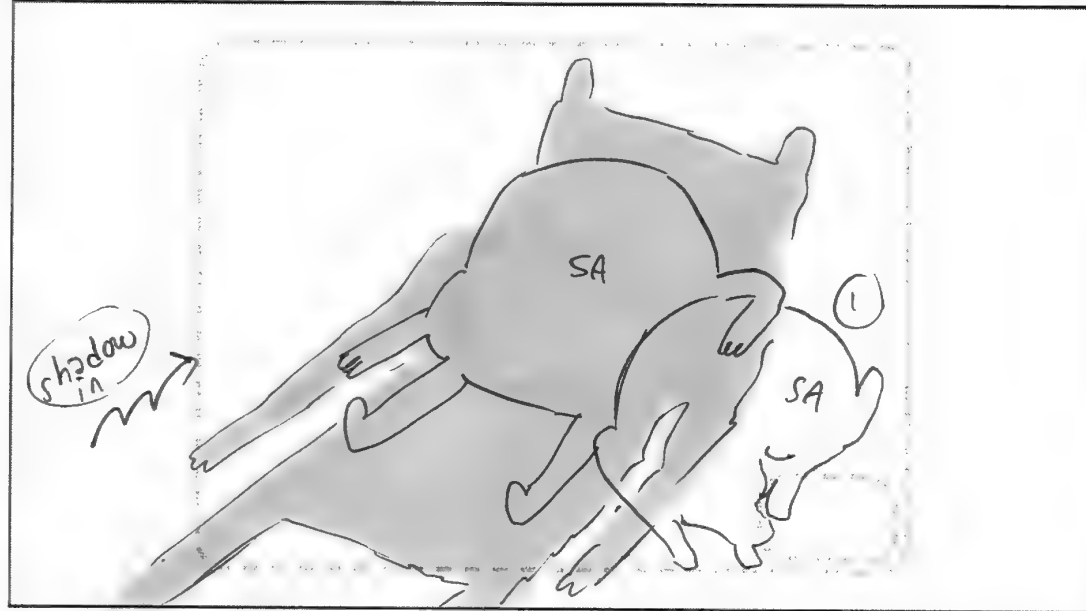
Production :

# ADVENTURE TIME

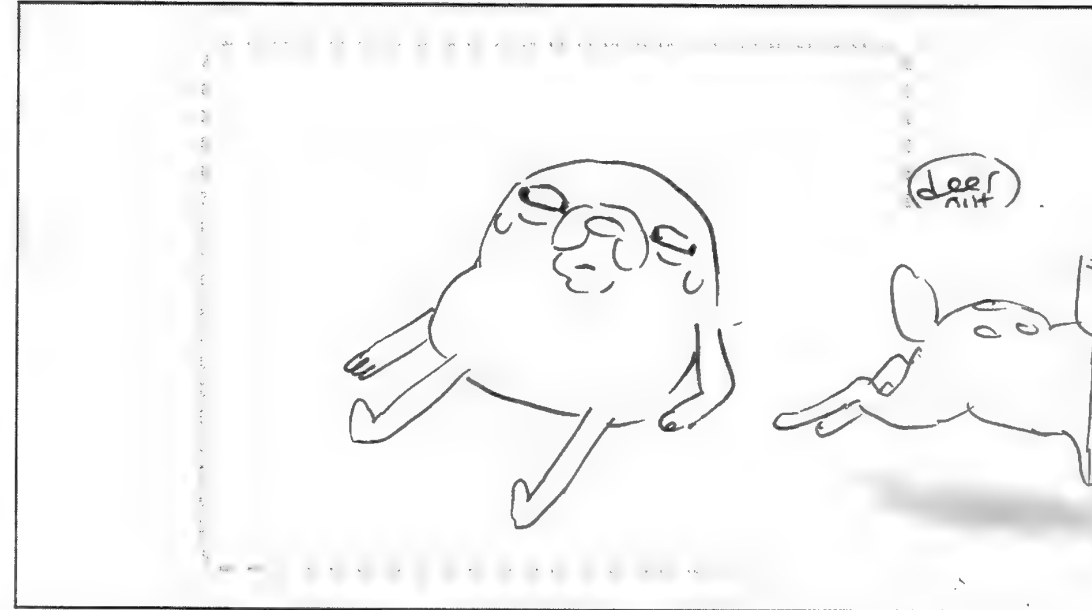


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Sc. 166 Pnl. B Bg. day night



Sc. 166 Pnl. C Bg. day night



Dialog:

Action:

Timing:



- Deer recognizes Finn and flees in terror.  
- Jake's arm drops, waking him.

Production :

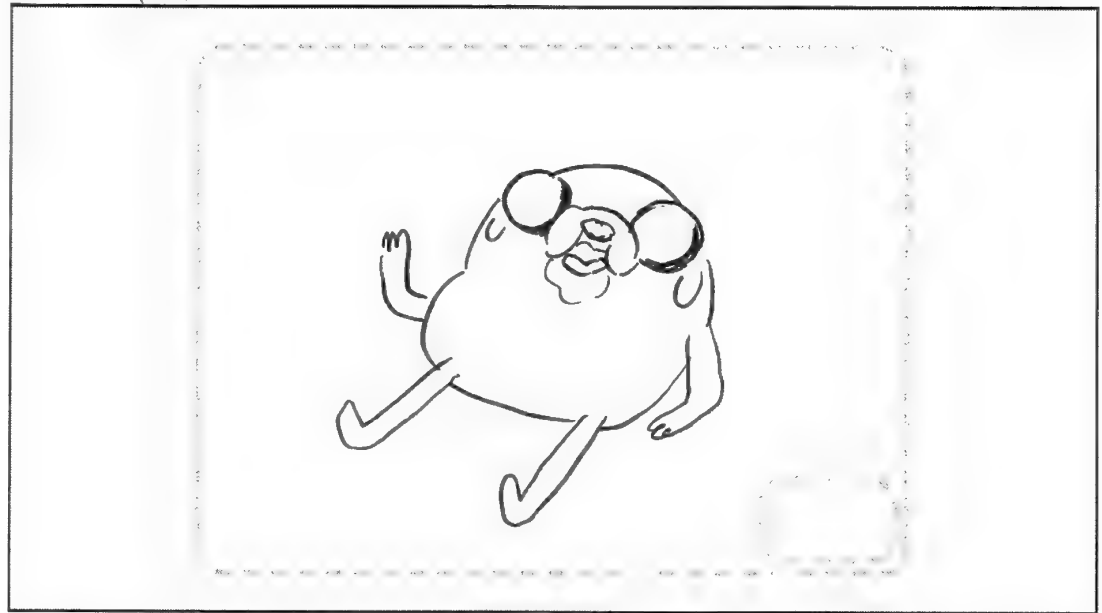
1025-168

# ADVENTURE TIME

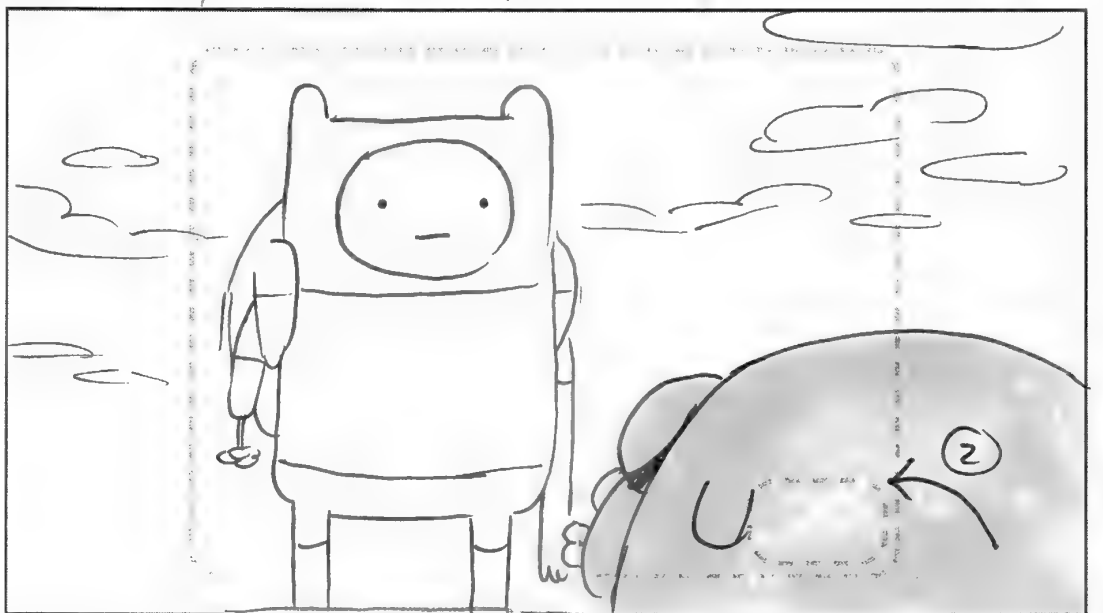


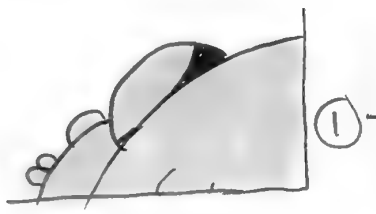
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Sc. 166 Pnl. D Bg. day night



Sc. 167 Pnl. A Bg. day night



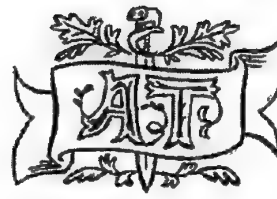
|         |                                                                                       |                       |
|---------|---------------------------------------------------------------------------------------|-----------------------|
| Dialog: | (J:) Oh- hey buddy, you're back.                                                      | (J:) How you feelin'? |
| Action: |                                                                                       |                       |
| Timing: |  |                       |

EPISODE #

1U25-168

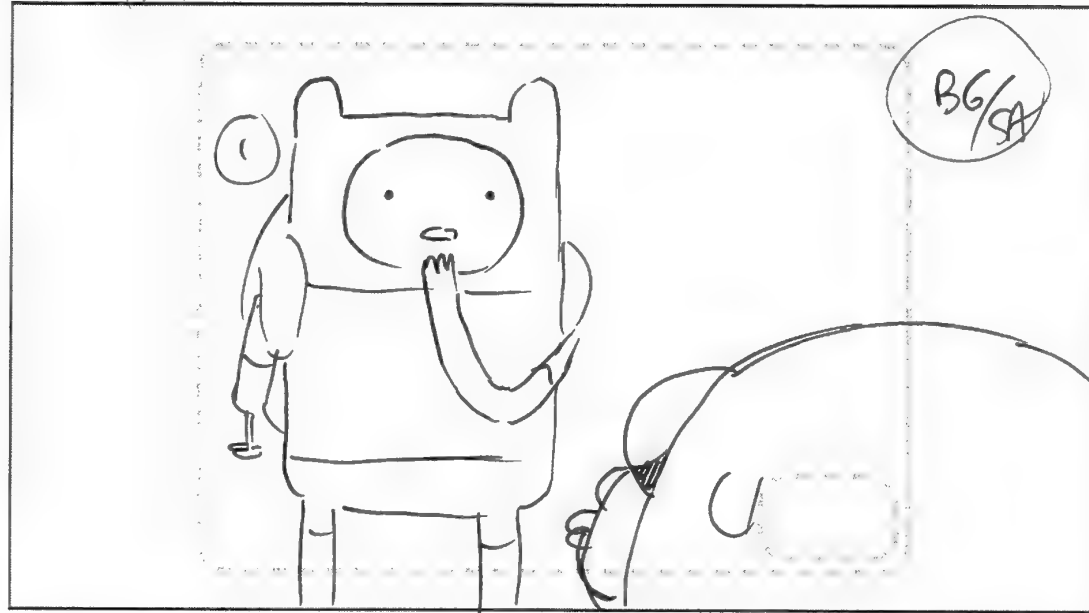
Production :

# ADVENTURE TIME

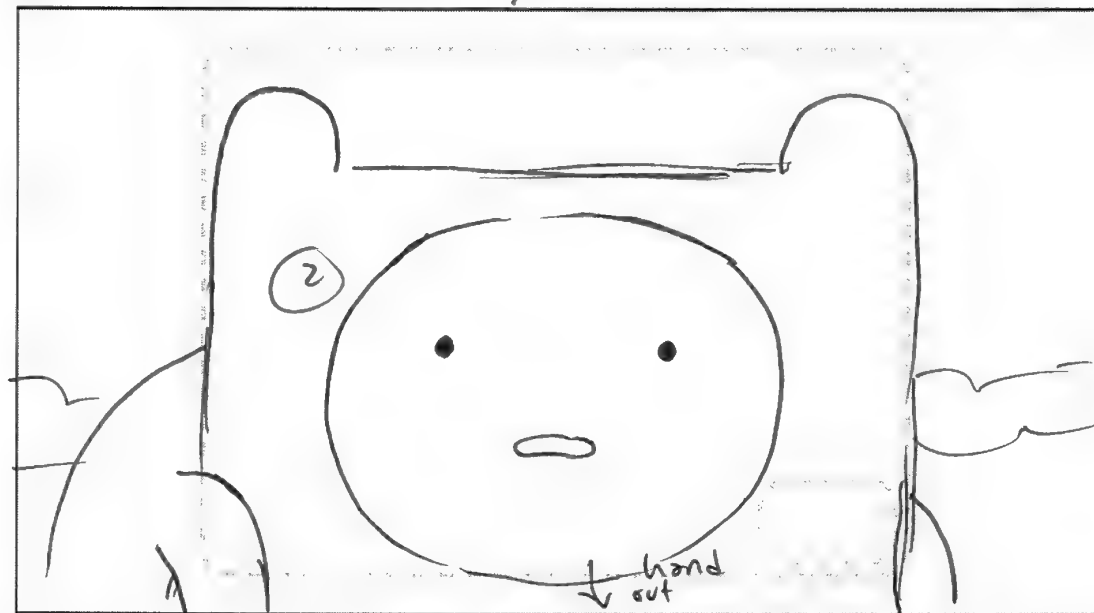


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Sc. 167 Pnl. B Bg. day night



Sc. 168 Pnl. A Bg. day night

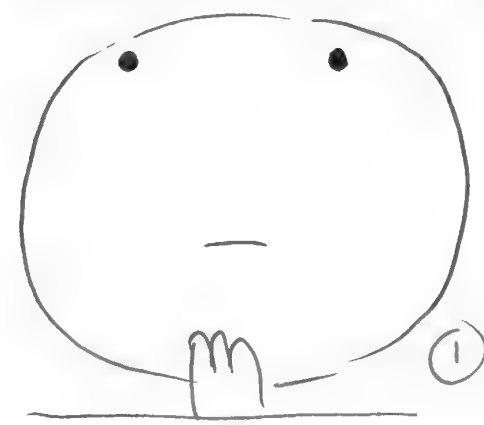


Dialog: (F) (1) um...  
 (2) neutral I guess.

(F) (2): I don't wanna punch my dad anymore.

Action:

Timing:

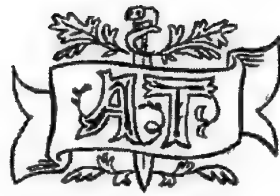


EPISODE #

Production :

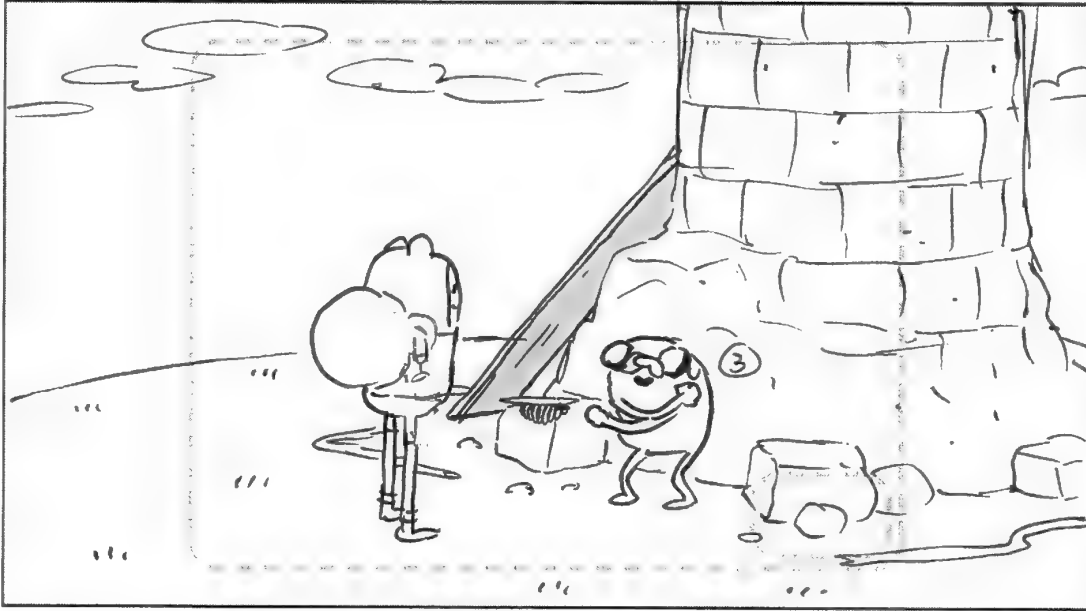
1U25-168

# ADVENTURE TIME

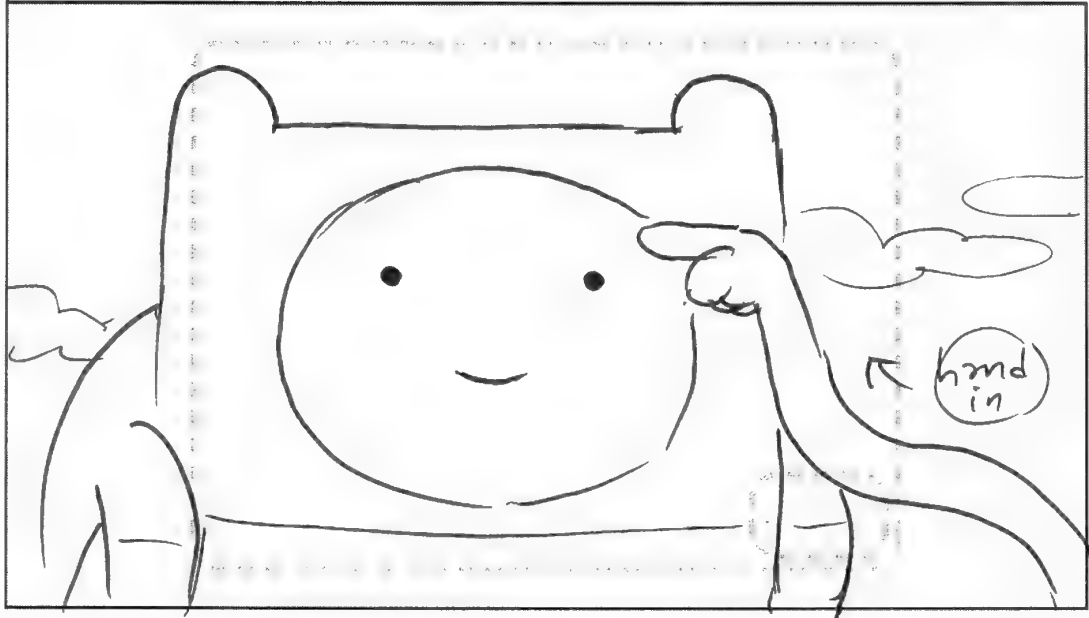


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Sc. 169 Pnl. A Bg. day night



Sc. 170 Pnl. A Bg. day night



Dialog: (J) ① Ha ha!  
 ③ That's great!

(J) OS You can always →

Action:

Timing:



EPISODE #

1025-168

Production :

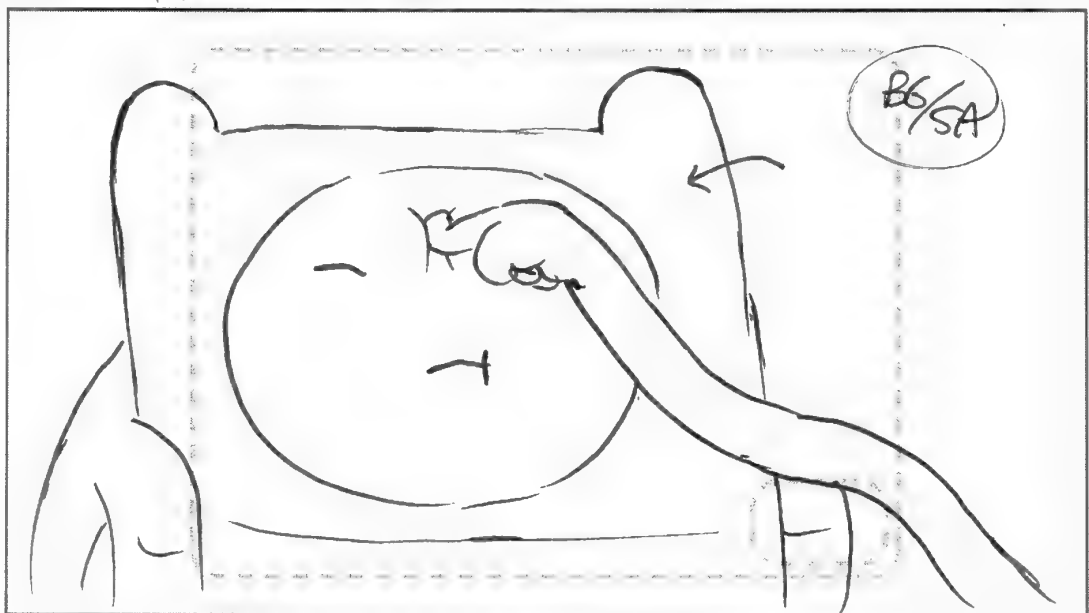
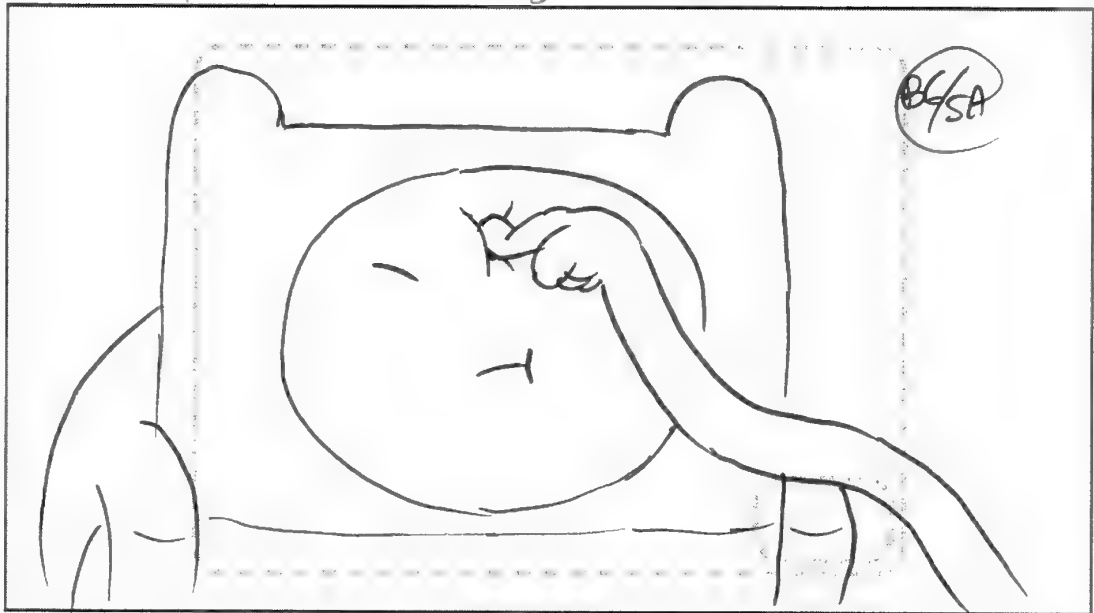
ADVENTURE TIME



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Sc. 176 Pnl. B Bg. day night

Sc. 170 Pnl. C Bg. day night



|         |                                                |
|---------|------------------------------------------------|
| Dialog: | → trust the ol' melon-head to get you through. |
| Action: |                                                |
| Timing: |                                                |

EPISODE #

Production :

1025-168

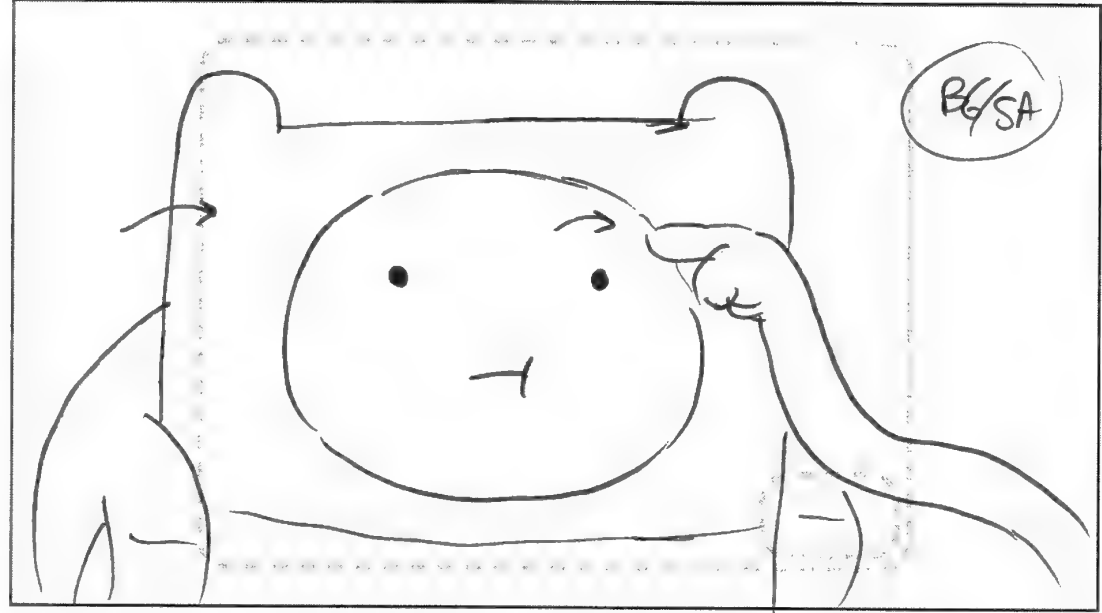
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# ADVENTURE TIME

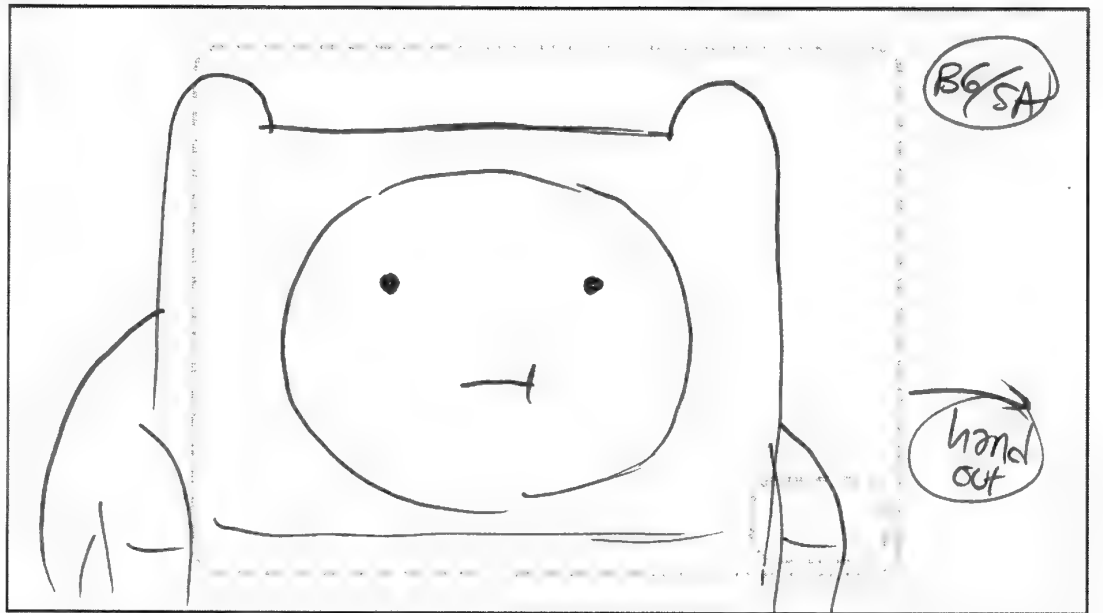


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Sc. 170 Pnl. D Bg. day night



Sc. 170 Pnl. E Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

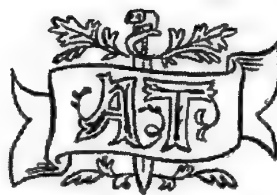
EPISODE #

Production :

1025-168

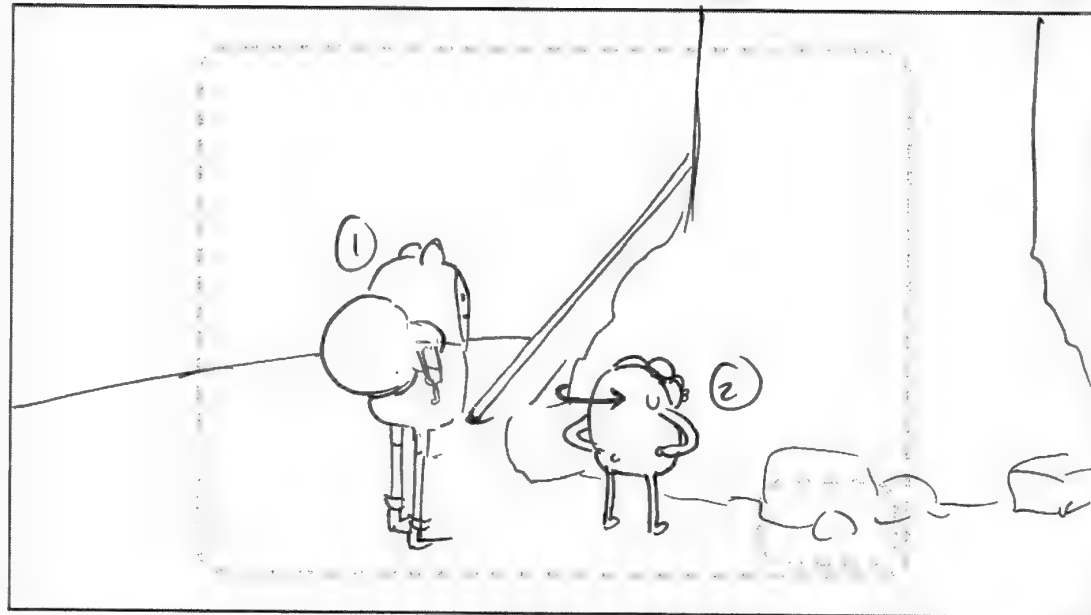


# ADVENTURE TIME

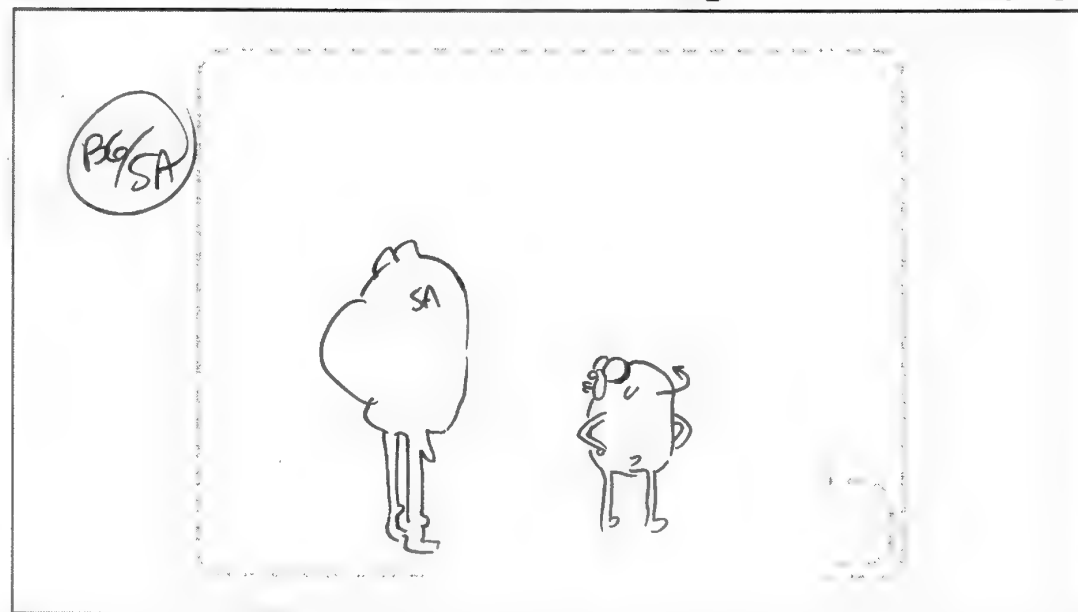


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Sc. 171 Pnl. A Bg. day night



Sc. 171 Pnl. B Bg. day night



Dialog: (J) So I guess we won't be needin' this thing anymore. →

(J:) You wanna do →

Action:

Timing:



EPISODE #

Production :

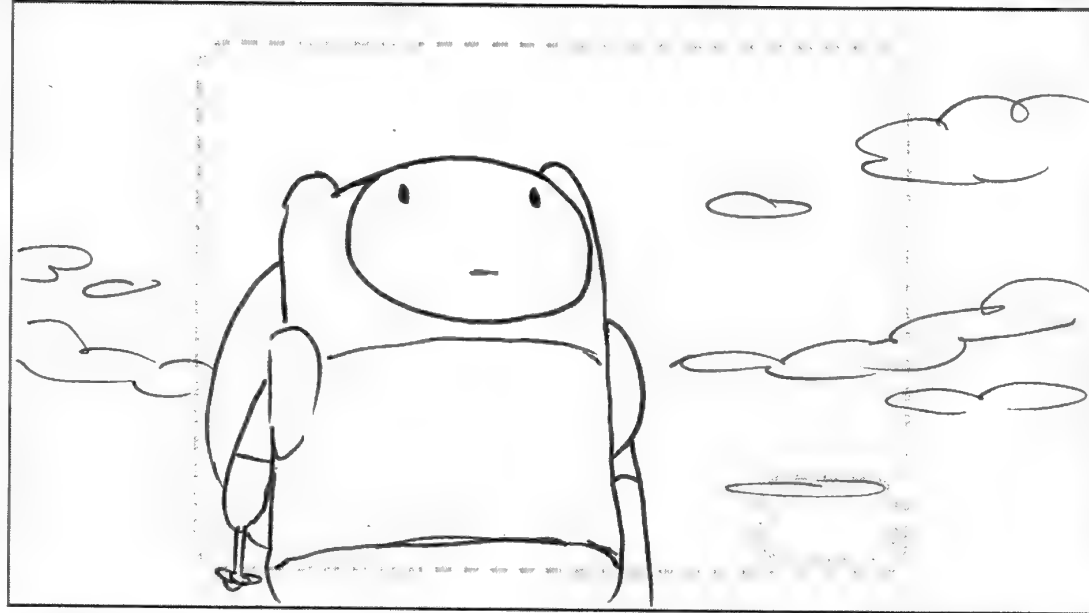
1025-168

# ADVENTURE TIME

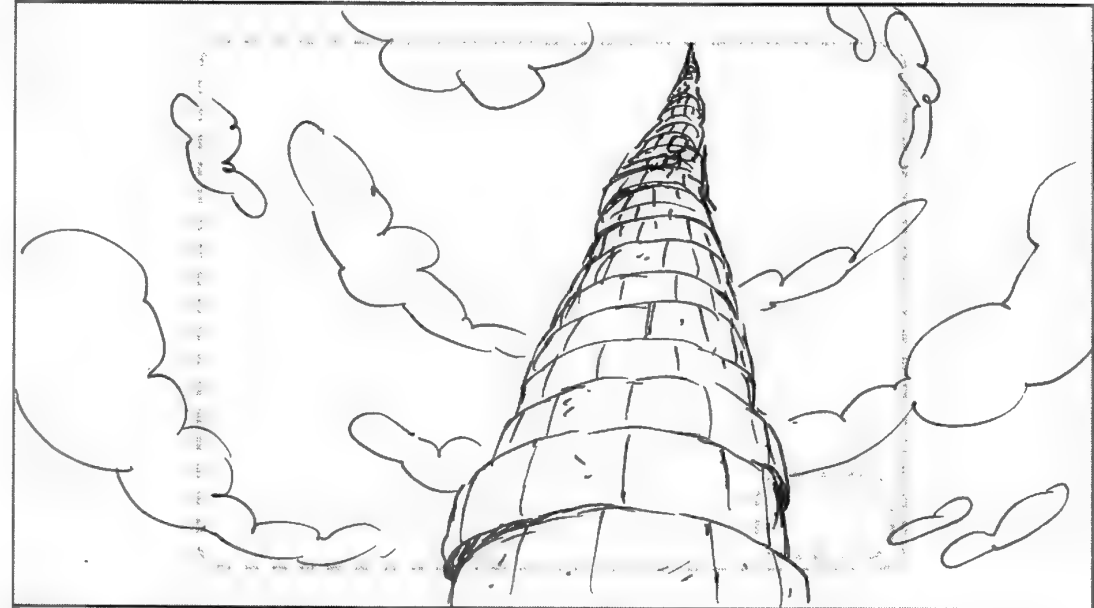


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Sc. 172 Pnl. A Bg. day night



Sc. 173 Pnl. A Bg. day night



Dialog:

(J)(os) → the honors?  
- BEAT -

Action:

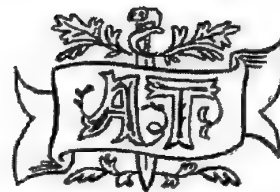
Timing:

EPISODE #

Production :

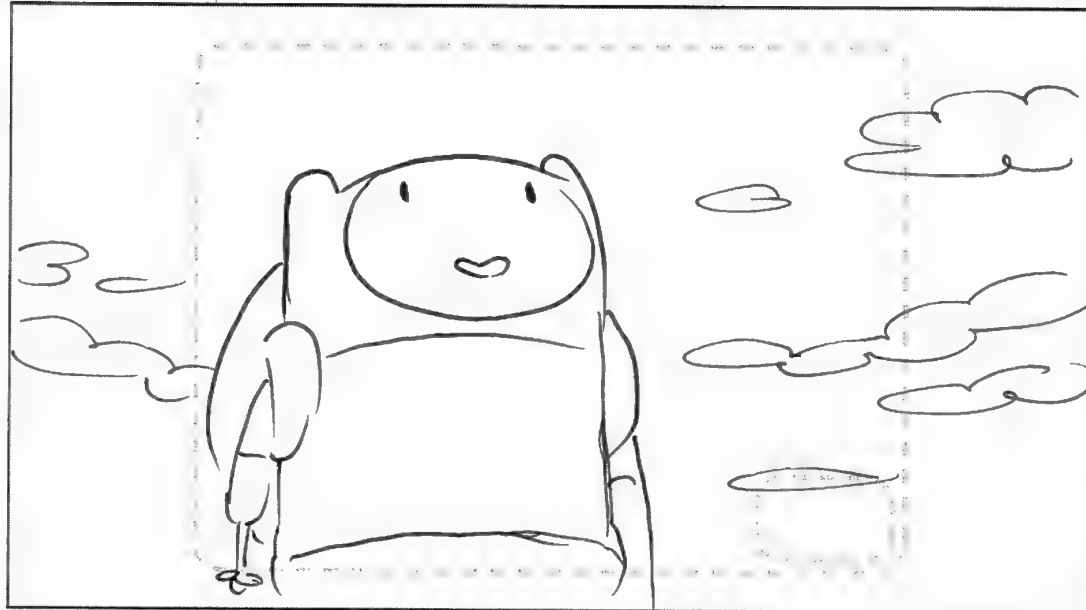
1025-168

# ADVENTURE TIME

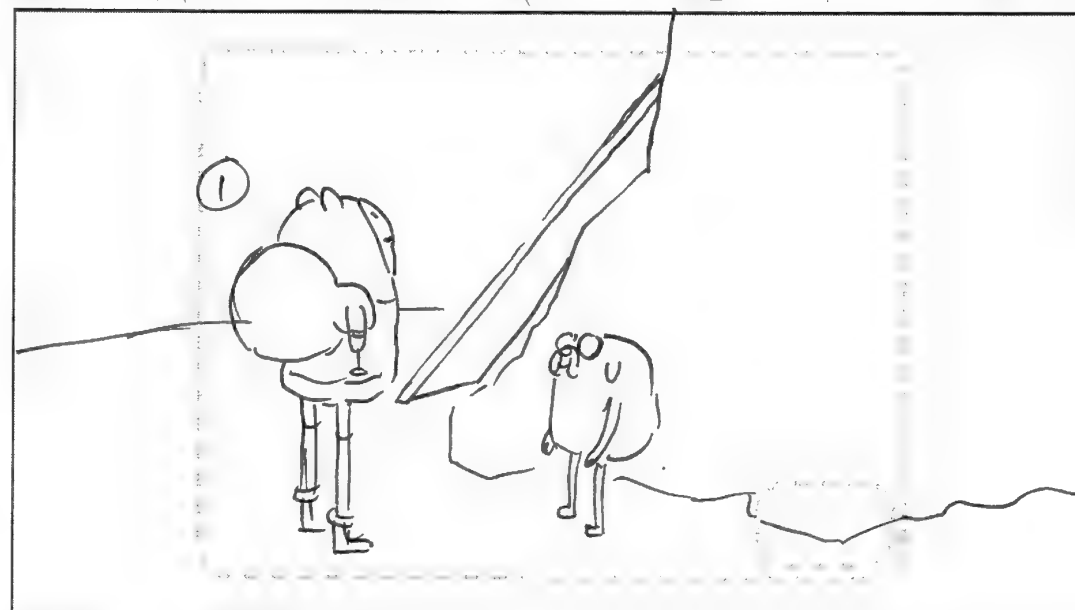


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Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night

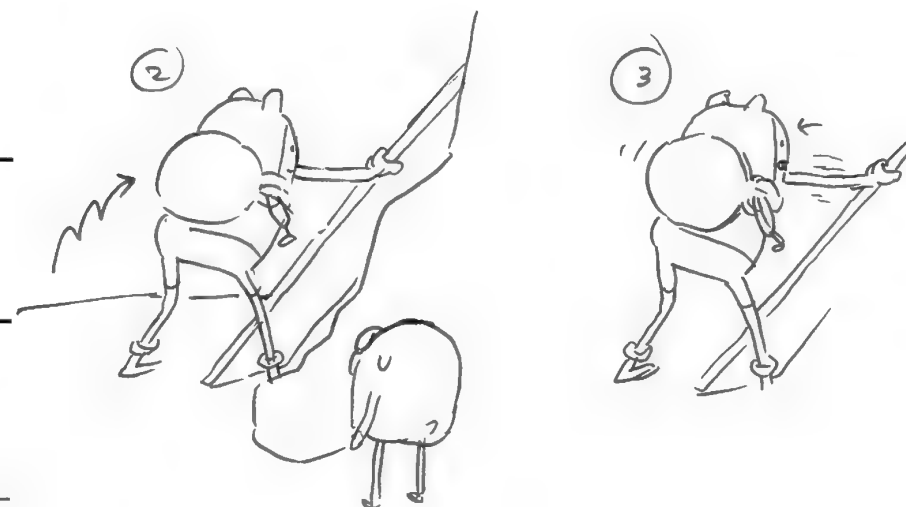


Dialog:

(F:) Yes I do .

Action:

Timing:

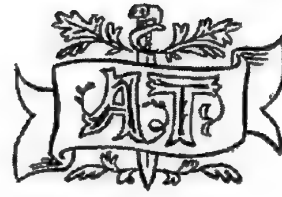


EPISODE #

Production :

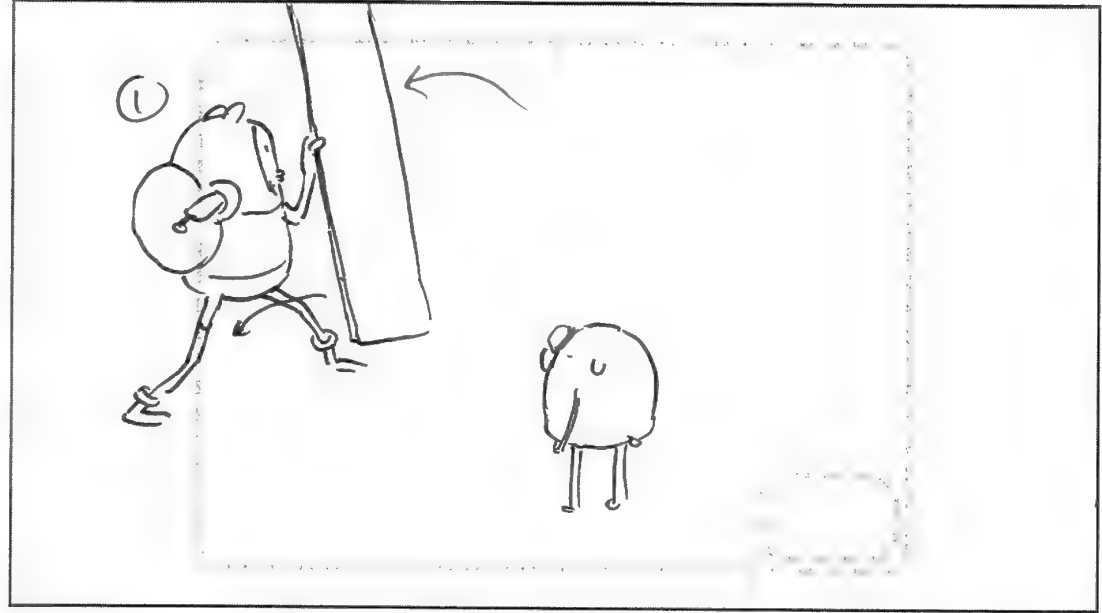
1025-168

# ADVENTURE TIME

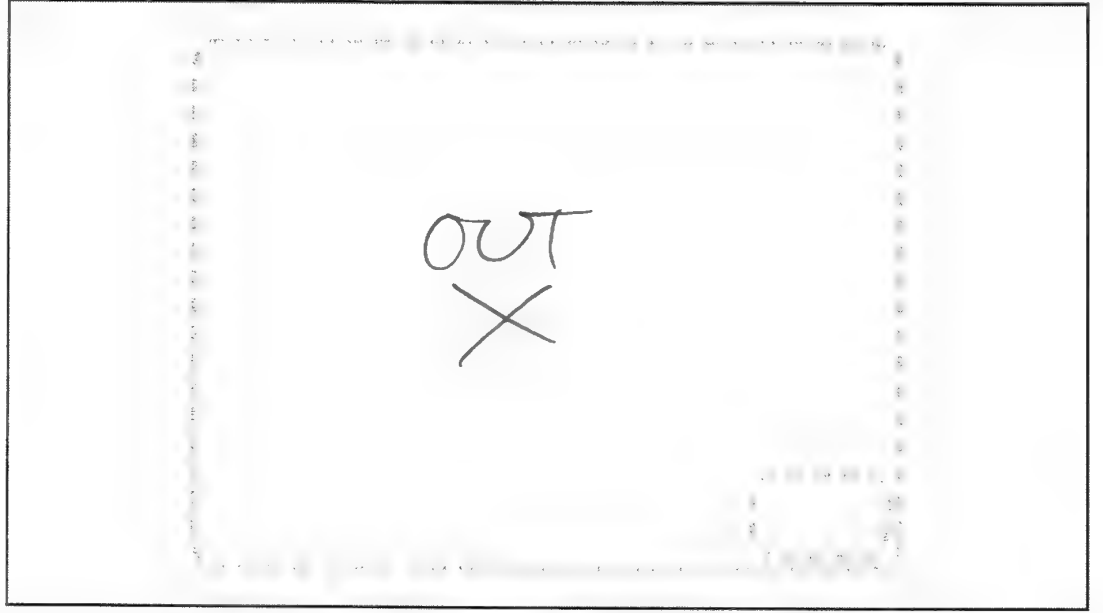



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Sc. 175 Pnl. 3 Bg. day night



Sc. Pnl. Bg. day night



|                                      |                                                                                                                                                                                                |  |
|--------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| Dialog:                              |  <div style="margin-left: 20px;"> <p>maybe should be a little wider to see top of board?<br/>-Tom</p> </div> |  |
| Action:                              |                                                                                                                                                                                                |  |
| Timing:                              |                                                                                                                                                                                                |  |
| <p>-Finn pulls out support plank</p> |                                                                                                                                                                                                |  |

EPISODE #

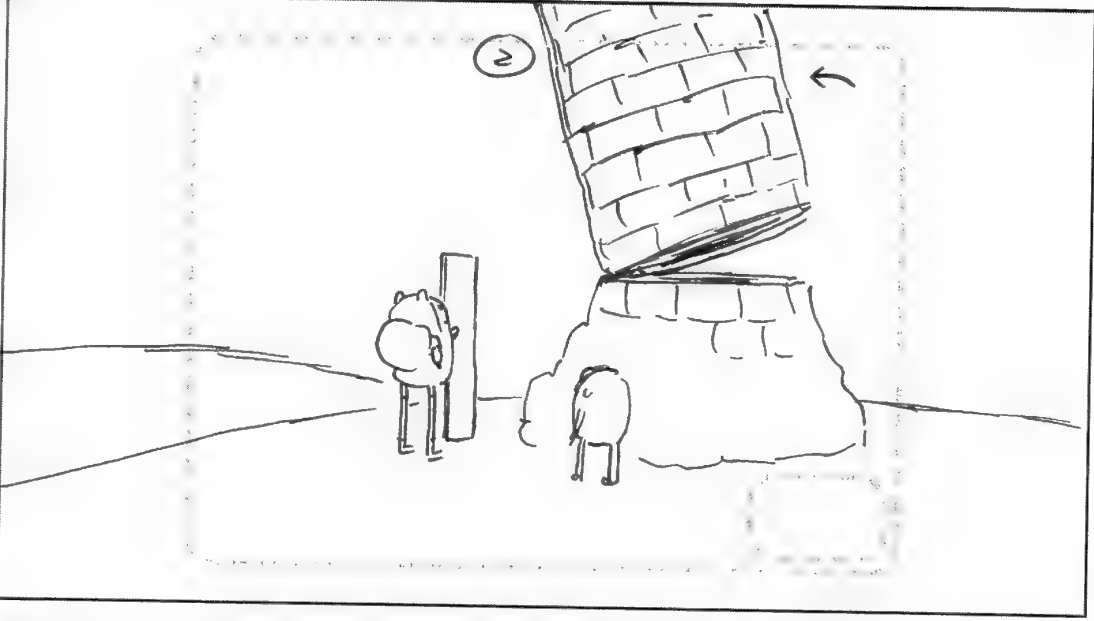
1025-168

Production :

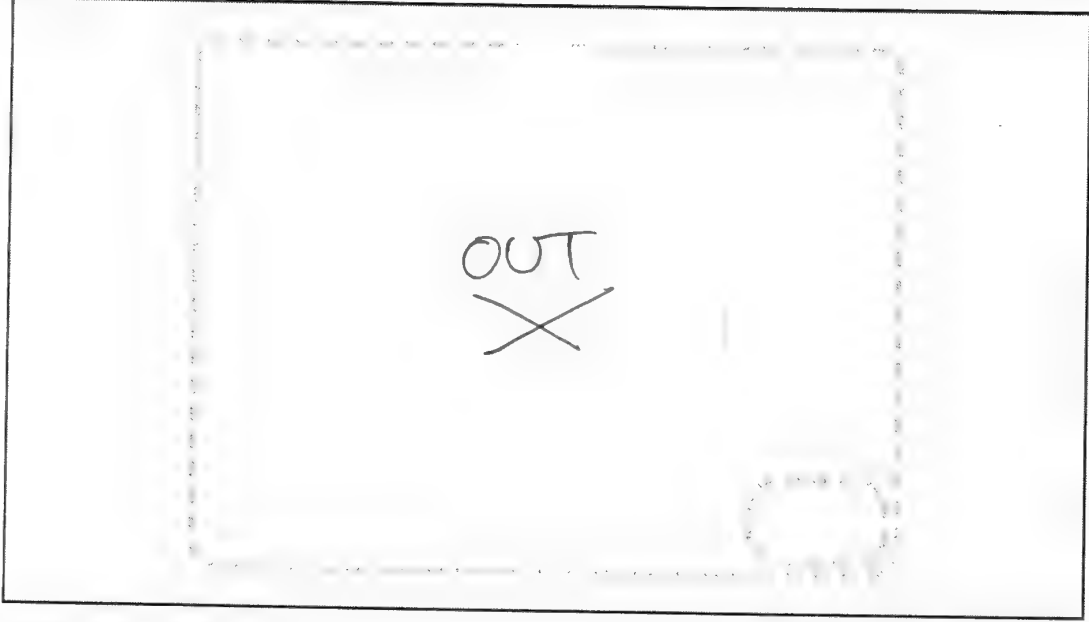
# ADVENTURE TIME

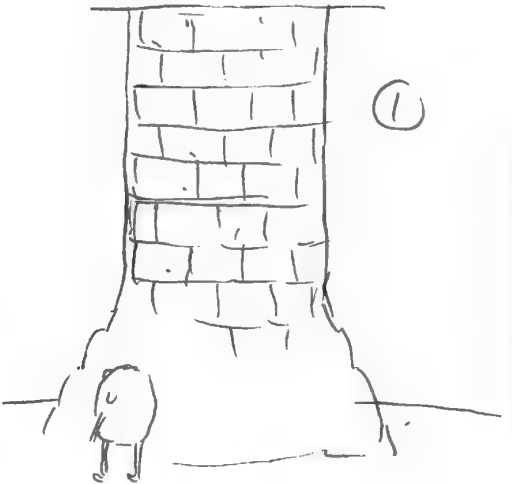


Sc. 176 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



|         |                                                                                     |                        |
|---------|-------------------------------------------------------------------------------------|------------------------|
| Dialog: |  |                        |
| Action: |                                                                                     | - tower starts to fall |
| Timing: |                                                                                     |                        |

EPISODE #

Production :

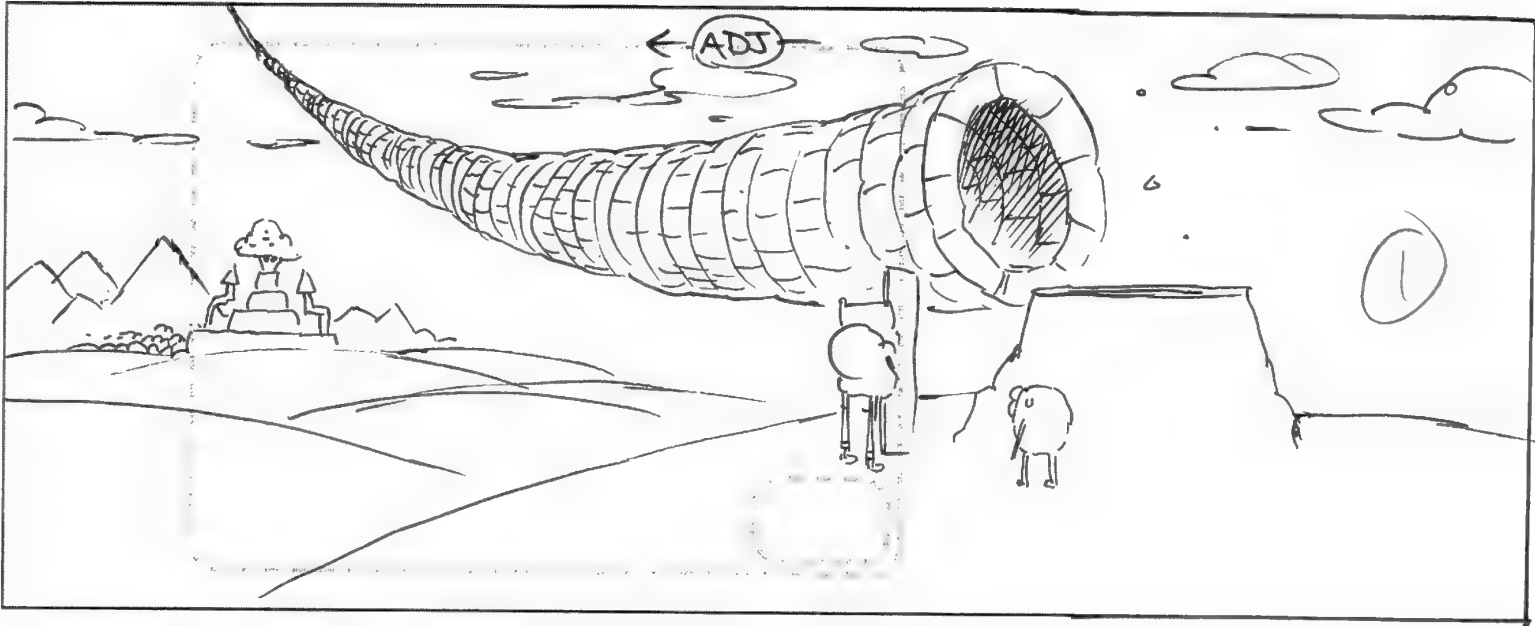
1025-168

ADVENTURE TIME



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Sc. 176 Pnl. B Bg. day night



|                                             |
|---------------------------------------------|
| Dialog:                                     |
| Action: - Tower falls towards Candy Kingdom |
| Timing:                                     |

EPISODE #

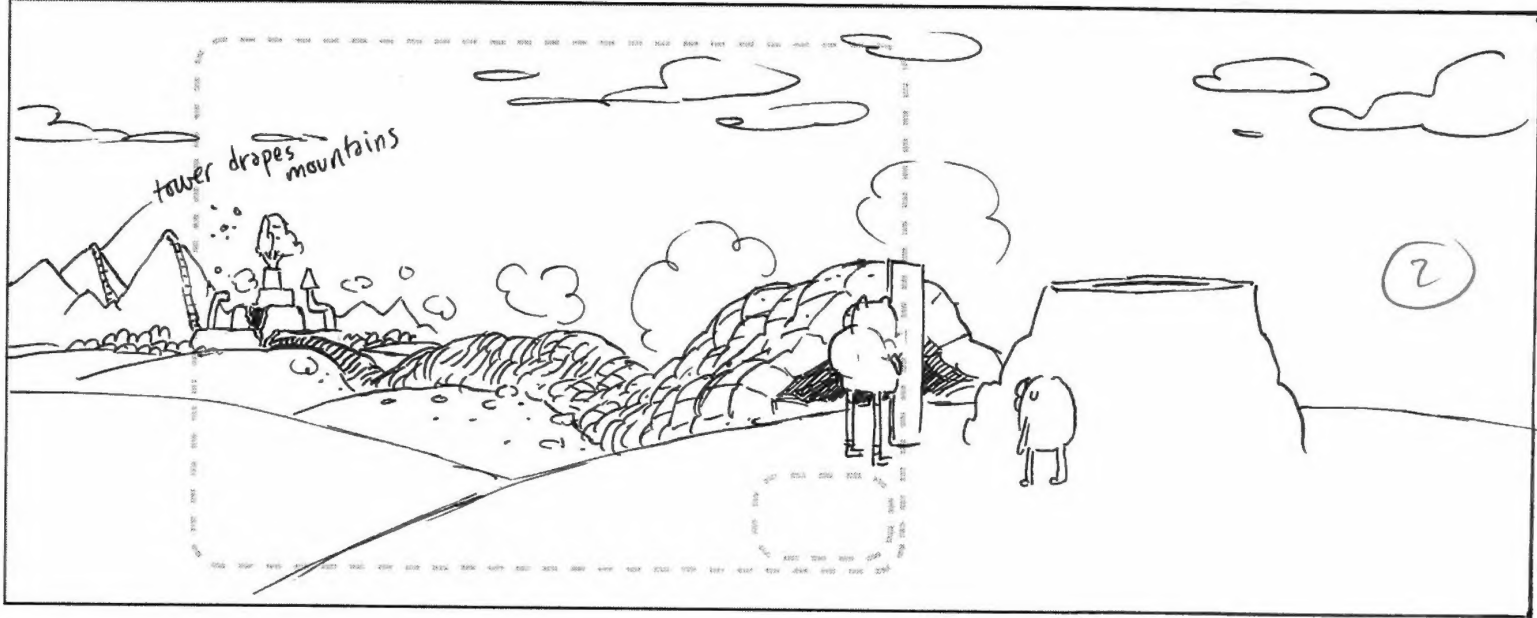
1025-168

Production :

ADVENTURE TIME



Sc. 176 Pnl. C Bg. day night



|                                                                                        |
|----------------------------------------------------------------------------------------|
| Dialog:                                                                                |
| Action: - Tower falls, slicing through Candy Castle, draping over mountains and hills. |
| Timing:                                                                                |

Production :

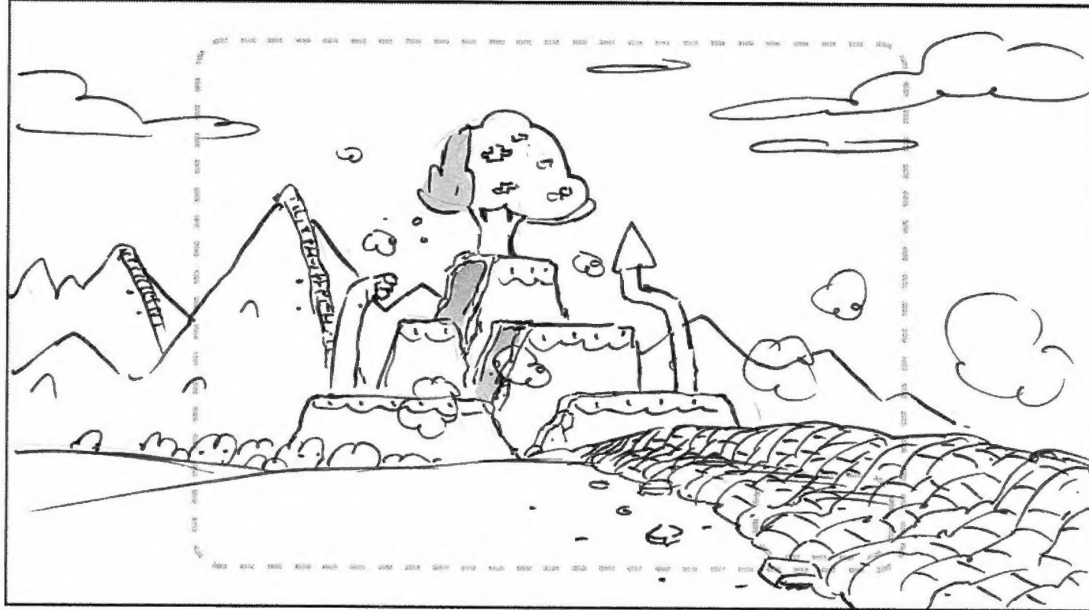
1025-168

# ADVENTURE TIME

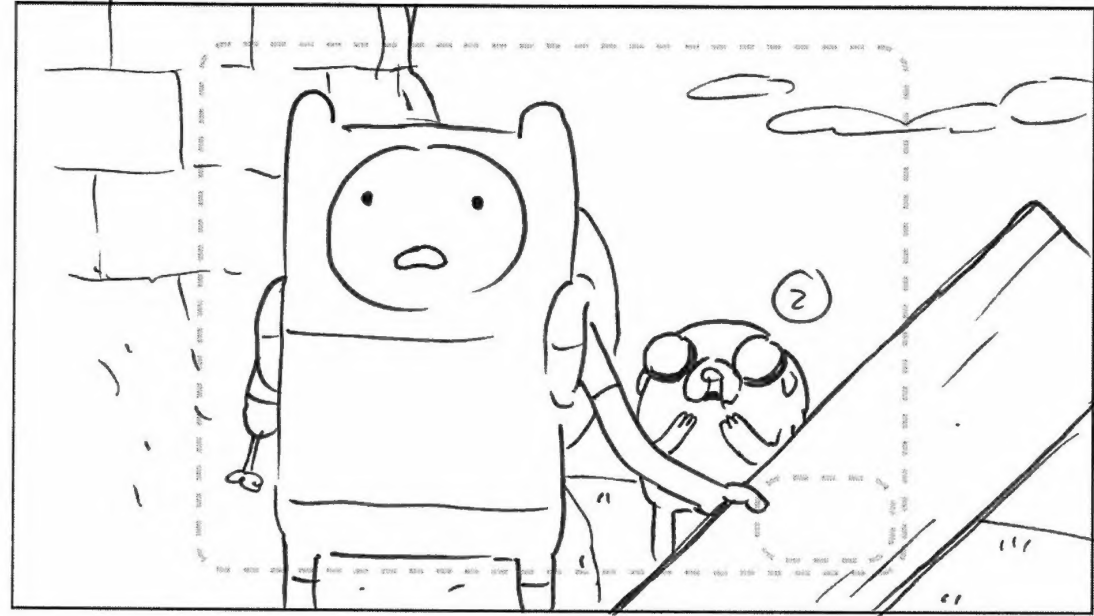


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Sc. 177 Pnl. A Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:

- BEAT -

- BEAT -

Action:

- dust clouds dissipate .

Timing:



EPISODE #

1025-168

Production :

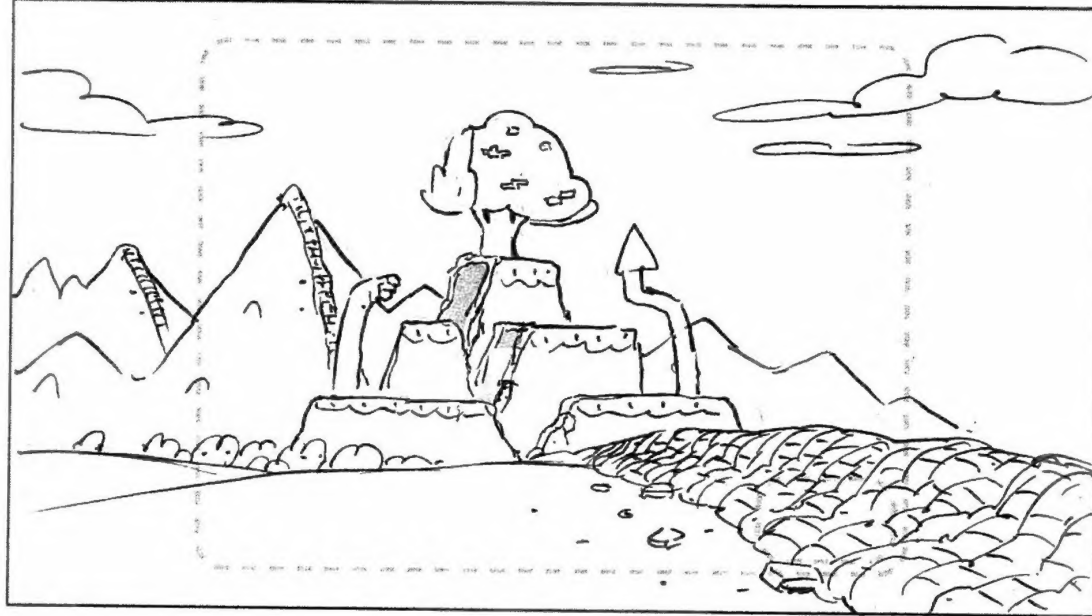


# ADVENTURE TIME

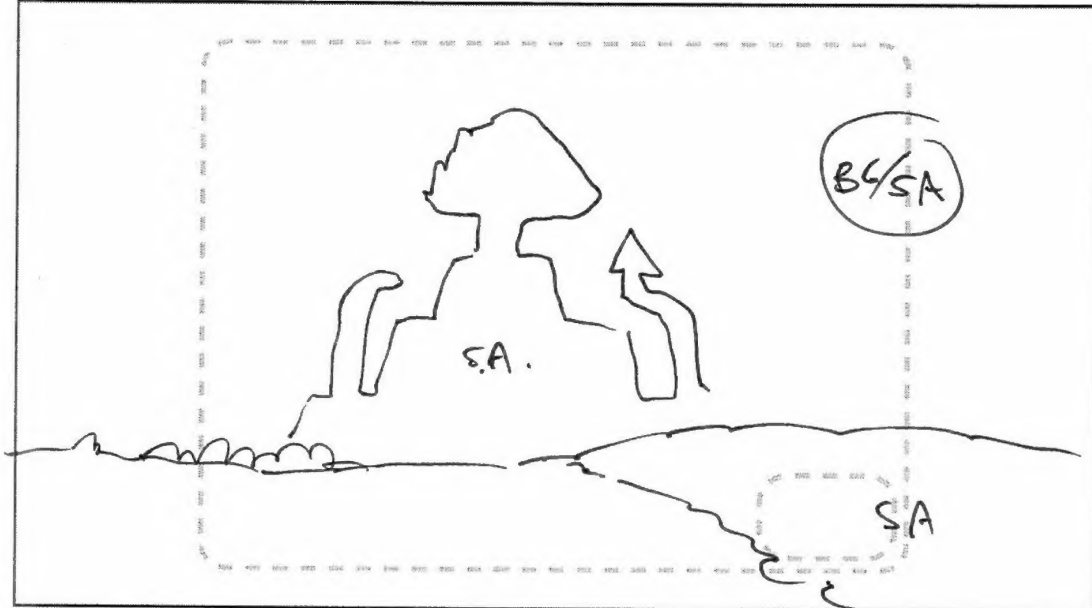


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Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day night



Dialog:

- BEAT -

Princess:  
Bubblegum OS  
AUGH!! MY ARM!!

Action:

Timing:

EPISODE #

Production :

1025-168

# ADVENTURE TIME



| Sc.                   | Pnl. | Bg. | day | night |
|-----------------------|------|-----|-----|-------|
| <div><p>END</p></div> |      |     |     |       |

| Sc.                 | Pnl. | Bg. | day | night |
|---------------------|------|-----|-----|-------|
| <div><p>X</p></div> |      |     |     |       |

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE #  
  
Production :